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CD32 SPECIAL

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CHRISTMAS 1993

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CREATING 90s READING

Reviewed: MICRO MACHINES ■ URIDIUM 2 ■ ALFRED CHICKEN ■ OVERKILL ■ DOGFIGHT... AND MORE!



Join a team of the meanest mercenaries in the Luyten star system, to complete the toughest mission ever created on screen.

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Hired Guns has been hailed as the ultimate multi-player RPG.

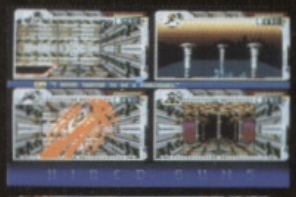
Apart from the sensational graphics and outstanding playability that comes from 12Mb* of data, a unique multi-player mode allows up to four players on screen at any time.

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Universally hailed as the "best Amiga game ever" (97% Amiga Force) it's even more awesome on the PC.

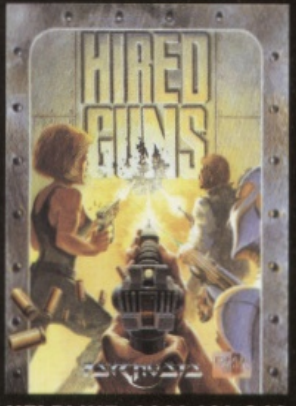
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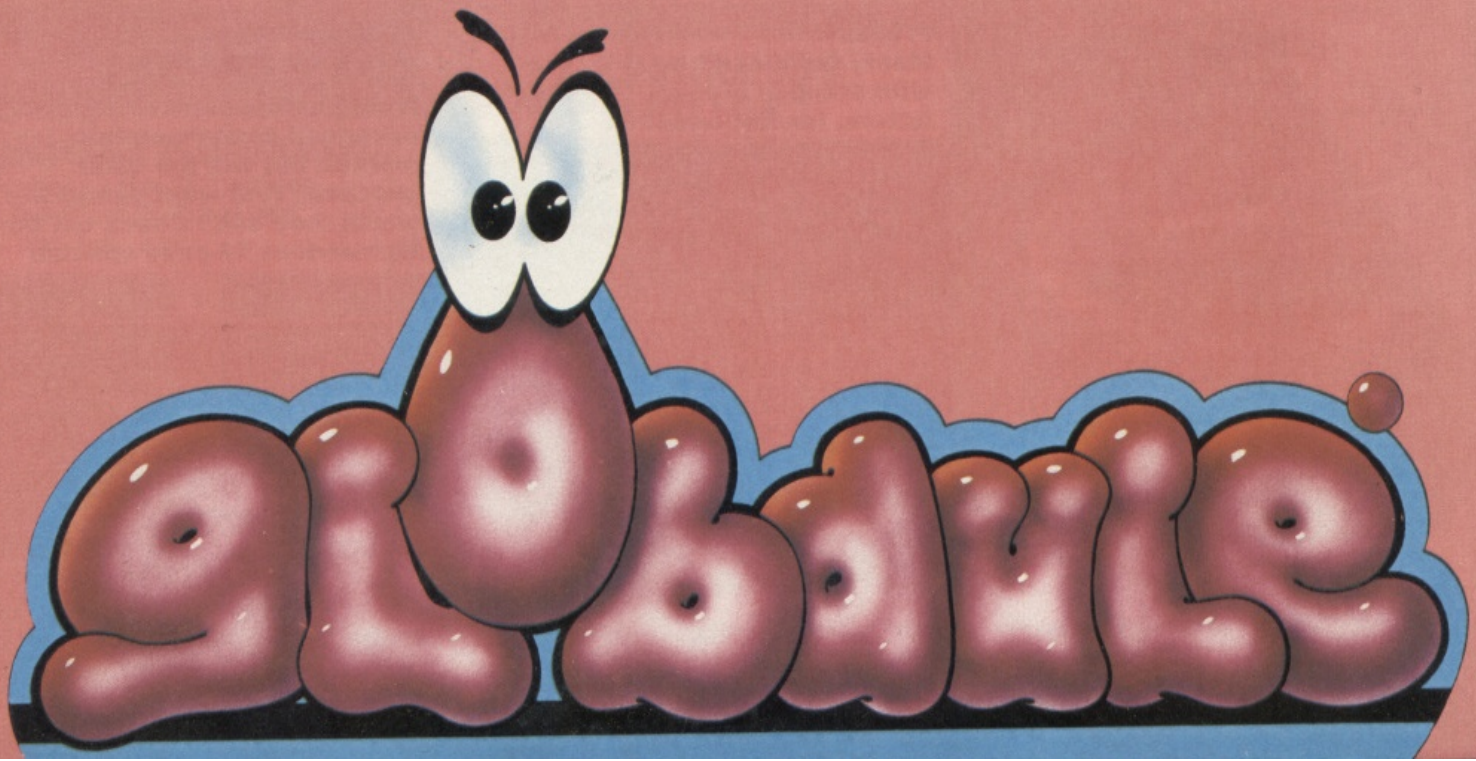
Send your answer on a postcard, stating your name, address, age, type of computer and the name of this magazine. To: Hired Guns take no prisoners, Psygnosis Competitions, Dept.1770, Winterhill, Milton Keynes MK6 1HQ, UK.

HELPLINE 0891 101 269

All calls cost 36p per min. cheap rate, 48p at all other times. Please ask the bill payers permission before using the phone. For a full set of rules send SAE to Psygnosis, South Harrington Building, Sefton Street, Liverpool L3 4BQ. Entries must be received before 31st December 1993.

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ISSUE 13
CHRISTMAS 1993

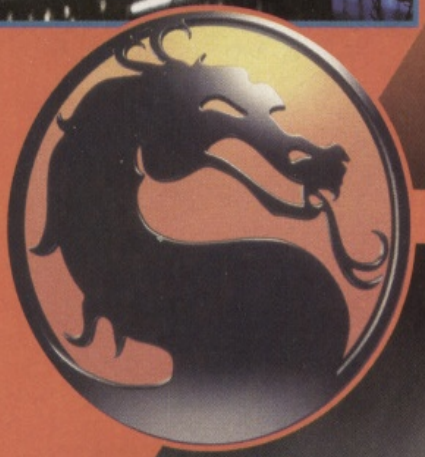


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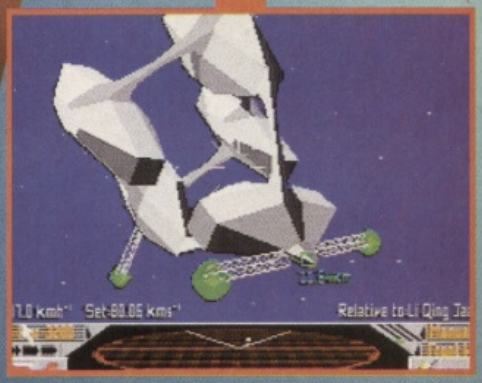


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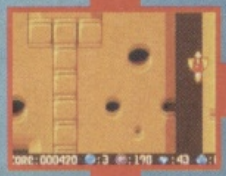
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1994 is on it's way — you can bet your bottom dollar we'll be celebrating in full!

amiga FORCE

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CD CHRISTMAS ISSUE!

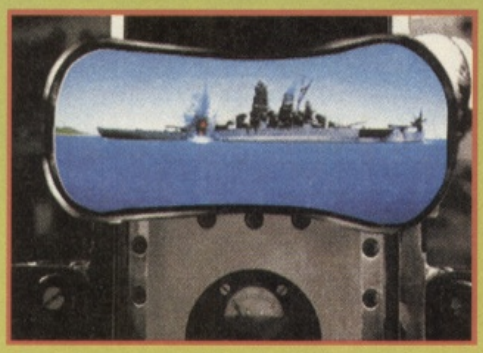
Welcome, one and all, to the Christmas issue of AMIGA FORCE! This is an issue unlike any other — not only have we crammed in the regulars, the likes of *Uridium 2* and *Dogfight* get the AF review treatment and we've also put together the definitive guide to the CD32!

Sure, we've covered much of the technical side before, but now that the games are arriving in droves, we thought this would be an ideal time to give you the lowdown on the latest and forthcoming attractions. There's *Zool*, Gremlin's classic platformer, the latest on *Microcosm* and *Sleepwalker*, a complete guide to the games you can expect in the next few months AND details on the machine itself, its capabilities, prospects and information on the many CDTV games that work with Commodore's 32-bit wonder!

As I said, it's not a matter of leaving Amiga computers on the sidelines. The budget side of things is alive and kicking — just look at *Knights of the Sky* to see what I mean! The minions making up the remainder of the AMIGA FORCE team had to drag Ian Osborne away from his machine to get the mag finished in time — he could hardly leave the game alone!

Your yuletide gift comes in the shape of a great calendar, so you'll never have reason to miss any AMIGA FORCE issues in the new year.

Have a great Christmas and a mad 'n' bad New Year. For all you lucky enough to get a CD32 for Christmas, keep this issue near at hand so you know just what's worth buying out there.



SURE PLAYS A MEAN PINBALL...

A two-game compilation featuring the highly-acclaimed pinball- sims, *Pinball Dreams* and *Pinball Fantasies*, is set to be released by 21st Century Entertainment.

With their scope of eight tables, the games have long been regarded as the best computer pinball-outings ever. The intelligently designed tables are packed with features, the ball movement's extremely realistic and the graphics are outstanding.

The earlier game, *Pinball Dreams*, was packaged with many Amigas but if you own neither game the twin-pack's a real barg, even at £34.99.

Pinball Special Edition hits the shelves on 11 November — look out for a full review next ish.



FORCES IN COMBAT...

Empire are to release the sequel to their killer collection *Combat Classics*. Unsurprisingly-titled *Combat Classics 2*, the compilation features former MicroProse games, *Silent Service 2* and *F19 Stealth Fighter*, as well as Empire's highly-acclaimed tank-sim, *Pacific Islands*.

Retailing at a heady £34.99, the pack's a must for strategy fans who have none of the games already.

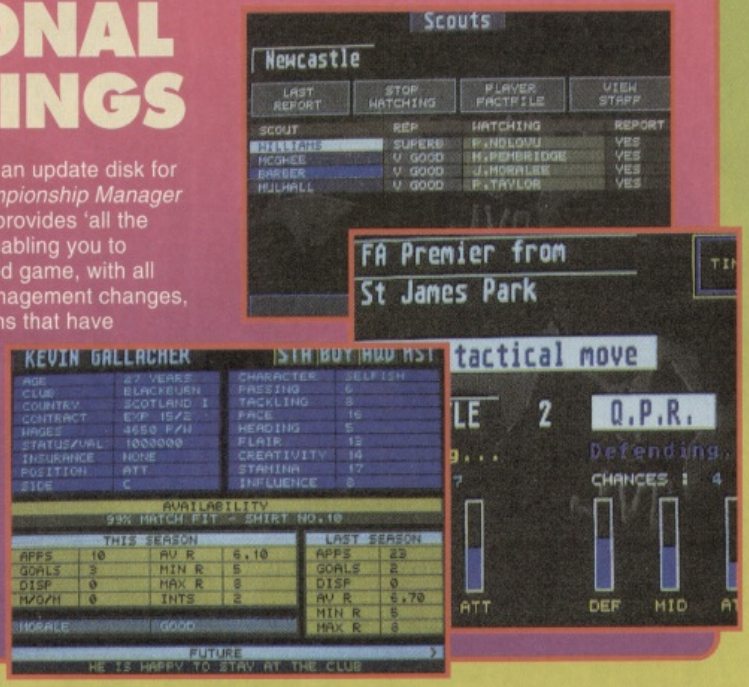
ON THE LE



SEASONAL GREETINGS

Domark are to release an update disk for their acclaimed *Championship Manager '94*. Retailing at £9.99, it provides 'all the necessary information' enabling you to update the aforementioned game, with all pre-season transfers, management changes, promotions and relegations that have occurred since the end of last season. For example, 'ol Cloughie's gone and his son's moved to Liverpool, Glen Hoddle's the player-manager of Chelsea and Warhurst's gone to Blackburn. Birmingham City are still crap.

The game should hit the shelves any day now.



NEWS!

CREW CUT

Core Design's first CD-32 release is set to be *Skeleton Crew*, a game designed specifically for the machine.

At the time of writing no further details were available, but rest assured we'll bring you an in-depth preview as soon as possible. It's great to see one of the UK's premier software houses developing CD-32-specific games, and if others follow suit the machine should be a big success.

RAY'S A LAUGH

Spectra Video have unveiled yet another joystick, the £15.99 Delta Ray.

The stick features a 'comfort grip' handle, nine high-quality microswitches, five fire buttons(!), auto and rapid fire functions and an extra long connector cable for more movement (ahem).



COMMODORE IN A1200 FURORE

Commodore are producing a new A1200 bundle for the Christmas period. The *Desktop Dynamite* pack costs £349, but is bundled with £310 worth of software including games, *Dennis* and *Oscar*, and productivity titles, *Wordsworth V2*, *Print Manager* and *Deluxe Paint 4 AGA*.

Desktop Dynamite replaces all A1200 bundles currently available, including the stand-alone model.

VEL...

HMV Games LEVEL ONE

HMV Games have unveiled what they describe as 'the world's biggest and best-dressed video games department' in Oxford Street, London.

Customers enter the store, called Level One, through a 'light tunnel' opening into a 6000 square foot arena featuring cinema-quality 'surround sound', a video games challenge area and mood-altering lights. HMV describe the project as 'virtual retailing', obviously keen to incorporate the latest buzzword into their publicity material.

The store stocks over 5000 titles, across all computer and console formats.

CORE-KERS...

Core Design are to launch a new budget label, Corkers, featuring their extensive back catalogue. The games sell for £9.99, though this price point is being kept flexible, allowing package and disk-intensive games to hit the shelves at a higher price.

The first batch of games hitting the shelves this month include the rather cool *Corporation* (shown here), *Chuck Rock*, *Torvak The Warrior* and *Warzone*.



Its always great to see a new Amiga budget label, so good luck to the guys and gals at Core.

ON YER BIKE!

Craftgold, creators of *Fire & Ice* and *Uridium 2*, are working on a motorcross simulation. Modelled on the Australian 500cc KTM Motorcross, the game's to feature world championships, single races, 3D terrain, user-defined team options and pits with start-up facilities.

Graftgold publishers Renegade are, by way of promotion, sponsoring the leading KTM rider in this year's championship, Great Britain's Jeremy Whately. Their logo is featured on all team bikes and riders in the 125, 250 and 500cc championships. KTM and Jeremy Whately are also providing technical information for the programmers' use.

KTM Motorcross hits the shelves in mid-1994.

News!

GAMETEK GET SHIRTY

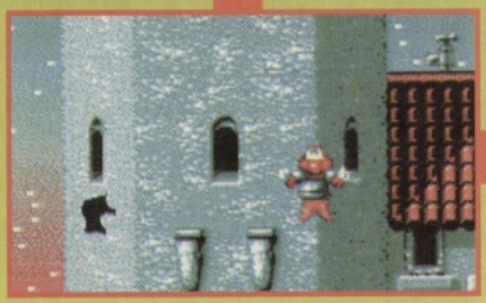


Gametek have produced a limited edition T-shirt promoting this month's rave review, *Frontier — Elite II*.

Featuring the hooped planet and game logo as seen on the box, the shirt looks far more subtle than the garish monstrosities associated with many games.

The T-shirt costs £9.99 plus £1.00 p&p and is available only in extra large. Order forms are given with the game.





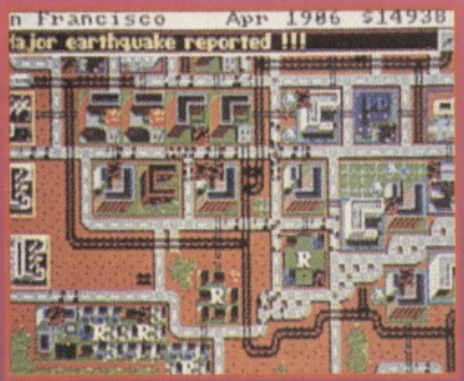
MOST EXCELLENT!

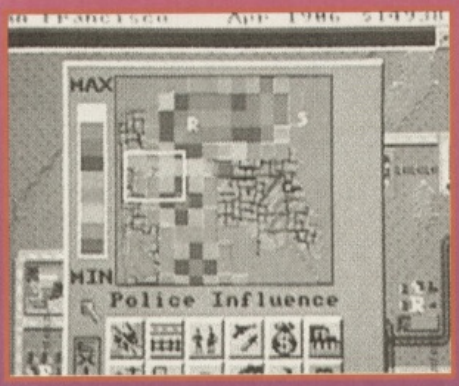
Following the success of their '*The Greatest*' collection, compilation kings Beau Jolly are poised to release a further compendium of best-sellers under the title *'Excellent Games'*.

The games on offer are *Populous 2*, *Archer Maclean's Pool*, *James Pond 2* and *Shuttle*. At £34.99 for four games they're not cheap, but aren't exactly ancient either. A lot of effort's been put into this collection (though not the rather tacky title), with virtually all the games scoring highly at full-price.



DOUBLE ACT





Infogrames no longer develop for the Amiga (boo!), but they're squeezing every last drop of blood from the market with three twin-game packs.

The *Sim City/Populous* pack has been available for some time now, but is to be re-released with completely revamped packaging. *Sim City* also features alongside *Lemmings* in a separate pack, the third offering being *Tetris/7 Colours*.

The *Sim City* packs especially are quality offerings, but at £29.99 they seem a little overpriced for such old games. Still, if you haven't played any of them, you don't know what you're missing — check out the bargain-bins for the original full-priced copies first, though.

Top 20!

ELSPA CHARTS PENNGUIN

COMPILED BY GALLUP · SPONSORED BY PENGUIN BISCUITS

Space Hulk storms up the charts, pushing Domark's footy sim into second spot.

1	**Space Hulk**	Electronic Arts
	Championship Manager '93	Domark
3	**Hired Guns**	Psygnosis
	Premier Manager	Gremlin Graphics
5	**Project X**	Team 17
	Syndicate	Electronic Arts
7	**Graham Taylor Soccer Challenge**	Buzz
	Sensible Soccer '92 / '93	Renegade/Mindscape
9	**Goal!**	Virgin
	Alien Breed: Special Edition '92	Team 17
11	**Dogfight**	Micropose
	Links - The Challenge of Golf	Kixx
13	**Combat Air Patrol**	Psygnosis
	F17 Challenge	Team 17
15	**Flashback**	US Gold
	Gunship 2000	MicroProse
17	**Overdrive**	Team 17
	European Champions	Ocean
19	**First Division Manager**	CodeMasters
	The Patrician	Ascon UK

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IBM PC & COMPATIBLES

ocean

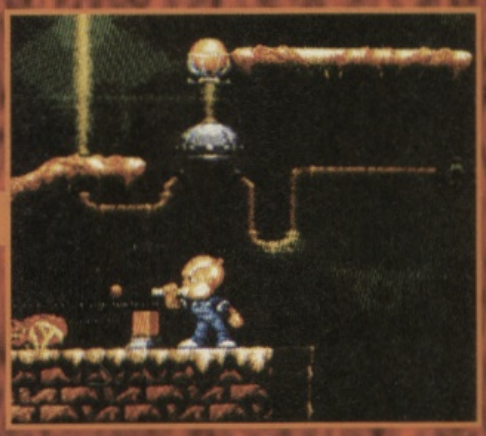
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Just arou the Corn

More polished performers on their way — don't be surprised when you read reviews of some of these games in other mags. They aren't yet finished, but this doesn't stop certain cynical reviewers rating them.







DENNIS

Ocean

Trust Ocean to come up with the goods — whenever there's a film licence up for grabs, an Ocean accountant's always there with a cheque book at the ready.

This one's based on the film which is based on the cartoon which is based on a grubby little tearaway called Dennis! Well why not? Tiny terrors are in fashion now — just ask McCauley Caulkin!

The film bombed in Britain. It gained a small cult following among the kids, but never reached the pinnacles of critical acclaim enjoyed by Home Alone and the ilk — serves 'em right for jumping on the bandwagon, I suppose. The cartoon fared no better, recently losing its slot on Channel 4's The Big Breakfast. Perhaps Chris Evans couldn't tolerate another nauseating fool who looks about eight on the show.

Of course, none of this should cast any doubts on the game. Look at Navy Seals — the film sank like England's hopes of reaching the World Cup finals, but the game did extremely well. There's no reason at all why Dennis shouldn't follow in its footsteps.

No release details are available at the time of writing, but rest assured we'll bring you more news as it's made.

STARDUST

Bloodhouse

We showed you this one a while ago, but it's come on quite a bit since our last preview and now we give you a second glimpse — any excuse to print those gorgeous graphics...

There's not much of a plot to speak of — it's *Asteroids*, basically. However, it's been updated no end — check out those sexy graphics. There are power-ups on offer, end-of-level baddies and a snazzy tunnel section to boot.

Perhaps the best thing about *Stardust* is it only costs £16.99. And did we tell you about those gorgeous graphics?







MAGIC BOY
Empire Software

No, *Magic Boy* isn't a dodgy copying device for handheld Nintendos, it's a snazzy cartoon-platformer from Empire.

The Magic Boy of the title's a rather bad wizard's apprentice. Not the brightest of beings, he's always forgetting to do really important things and as a result the mage's monsters have escaped. Luckily, the wizard had gone away when it happened (leaving the boy wonder in charge — makes you wonder about his intelligence, doesn't it?).

Does this sound like a good excuse for a cutesie platformer set against the clock? You bet your magic wand it does...

Set across four separate worlds with unique graphics and monsters, the game contains a total of 96 levels, 32 of which are hidden — that should stop platform prodigies completing it in a week!

Numerous hidden features are on offer, such as special weapons, invincibility potions, hidden blocks, extra lives, extra continues, warps to the next level and bonus points.

For once the programmers include a password system so you can complete the game in bite-sized chunks, though their eight entry points could prove to be spread very thinly across 96 levels.

Magic Boy comes to you courtesy of the team behind the award-winning *Pipe Dream*, and should be ready for review fairly soon.













SCRABBLE
Supervision

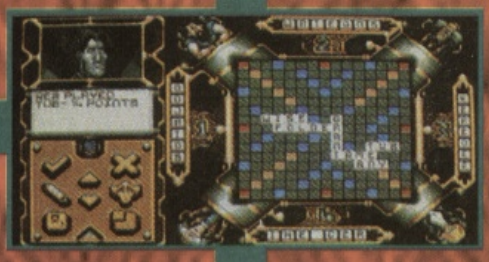
How many of you are getting Scrabble for Christmas this year? Come on, own up... It's not as flashy as the latest supa-dupa-wotsit with loads of flashing lights, but I bet it's a darned sight more fun.

Trouble is, you always need friends to play it with. If you have none, or the only person who wants to play is your smart-arse cousin who always gets 'As' for English and reads dictionaries for pleasure, you won't get much of a game. Until now! Supervision, who are also working on conversions of Monopoly and Cluedo, are to release *Scrabble* for the A1200.

You can choose your opponents from the nine personalities on offer, each of whom has nine levels of strengths and weaknesses. The game follows the standard rules of Scrabble, with the computerised opponents playing (or so it's claimed) intelligently. The in-game dictionary contains 50,000 words, and there's even an on-screen tutorial option.

With such a large dictionary it's unlikely there'll be a 16-bit version, but on the A1200 it should be great. Smiffy might have a few problems, though — all the words he knows are one syllable!





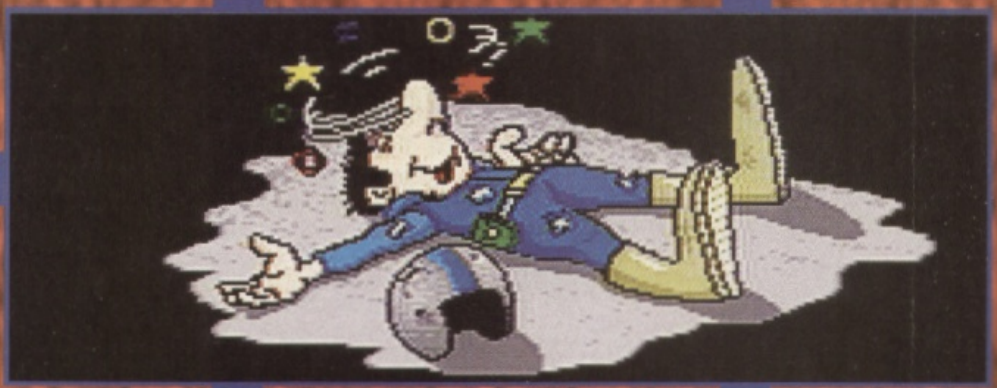


MEAN ARENAS

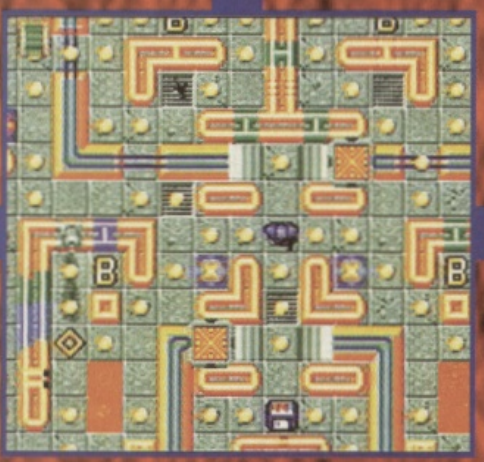


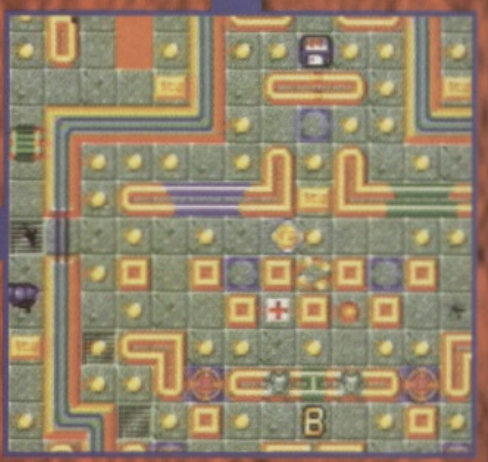












Ice

ICE's forthcoming attraction, *Mean Arenas*, is not what you expect. The best way to describe it is as a cross between *Pacman* and *Smash TV*, only twice as good and very playable!

As a contestant on *Mean Arenas*, you have to traverse the mazes of the gameshow, collecting the goodies, pocketing bonuses and avoiding the different enemies buzzing around the place. Weapons can be collected to help you through the various stages, but mostly, you have to rely on skill and judgement to make it through intact.

The hosts of the Channel 27 TV show are real characters, providing commentary as you play. 'He took a hit!' roars the tall chap; 'Yes indeed' retorts the ear-waggling fat bloke, in a passable *Mr Bean* imitation. The audience claps when you perform a good move or take out one of the robots, while you audibly join in the 'Oooohs!' when you take a hit.

There are tonnes of levels, each introducing new concepts and obstacles. Transport from one side of the arena to the other, but watch out for any robots waiting in the wings! You also have to deal with arrows fired, sprung when you step on a pressure pad, *Indiana Jones*-style rolling balls and switches changing the position of walls.

The enemies come from the centre of the screen a la *Pacman*, while this also pays homage to the classic gobble-'em-up in the way you need to collect pods every step of the way before the level can be completed.

Levels include the Robo Arena, full of mutated cyborgs and dangerous androids; the Dungeon Zone, which comes complete with medieval tricks and traps; the multi-coloured Rainbow Arena where you face the prospect of riding on a speeding chair-lift and dealing with flame-throwers and lava-pits; and Starship Zone, complete with conveyor belts to throw you off track and mines to blow you off screen!

Although rather minuscule, the birds-eye view graphics are very smooth, detailed and effective. The playable demo we had was one of the major attractions of the month — we're looking forward to getting our mitts on a fully reviewable game in time for the next issue, so be there!



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The full Sprite Editor allows you to view/modify the whole sprite set including any "attached" sprites. PLUS A RANGE OF IMPROVED FEATURES.

- **VIRUS DETECTION**

Comprehensive virus detection and removal features to protect your software investment. Works with all presently known viruses.

BURST NIBBLER.

NEW Now this super disk copier program is built into Action Replay Mk III. Just imagine a superfast, efficient disk copier program at the press of a key - no more waiting.

- **SAVE PICTURES AND MUSIC TO DISK**

Pictures and sound samples can be saved to disk. Files are saved directly in IFF format suitable for use with all the major graphic and music packages. Samples are displayed as screen waveform.

PAL or NTSC MODES SELECTABLE -

NEW Useful for removing ugly borders when using NTSC software. (Works only with newer Agnus chips).

- **SLOW MOTION MODE**

Now you can slow down the action to your own pace. Easily adjustable from full speed to 20% speed. Ideal to help you through the tricky parts!

MANY MORE INSTANT CLI COMMANDS -

NEW like Rename, Relabel, Copy, etc.

- **RESTART THE PROGRAM**

Simply press a key and the program will continue where you left off.

- **FULL STATUS REPORTING**

At the press of a key you can now view the Machine Status, including Fast Ram, Chip Ram, RamDisk, Drive Status, etc.

- **POWERFUL PICTURE EDITOR**

Now you can manipulate and search for screens throughout memory. Over 50 commands to edit the picture plus unique on screen status "overlay" shows all the information you could ever need to work on screens. No other product comes close to offering such dynamic screen handling of frozen programs!!

JOYSTICK HANDLER -

NEW allows the user to select Joystick instead of Keypresses - very useful for many keyboard programs.

- **MUSIC SOUND TRACKER**

With Sound Tracker you can find the complete music in programs , demos, etc. and save them to disk. Saves in format suitable for most track player programs. Works with loads of programs!!

- **AUTOFIRE MANAGER**

From the Action Replay III Preference Screen you can now set up Autofire from 0 to 100%. Just imagine continuous fire power? Joystick 1 and 2 are set separately for that extra advantage!

IMPROVED RAM EXPANSION SUPPORT.

NEW Now many more external Ram Expansions will work with all Action Replay III commands.

- **DISKCODER**

With the new "Diskcoder" option you can now 'tag' your disks with a unique code that will prevent the disk from being loaded by anyone else. "Tagged" disks will only reload when you enter the code. Very useful for security.

SET MAP -

NEW allows you to Load/Save/Edit a Keymap.

- **PREFERENCES**

Action Replay III now has screen colour preferences with menu setup. Customise your screens to suit your taste. Very simple to use.

- **DISK MONITOR**

Invaluable disk monitor - displays disk information in easy to understand format. Full modify/save options.

IMPROVED PRINTER SUPPORT -

NEW including compressed/small character command.

- **DOS COMMANDS**

Now you have a selection of DOS commands available at all times - DIR, FORMAT, COPY, DEVICE, etc.

FILE REQUESTOR -

NEW if you enter a command without a filename, then a file requestor is displayed.

- **DISK COPY**

Disk Copy at the press of a button - faster than Dos Copy. No need to load Workbench - available at all times.

PLUS IMPROVED DEBUGGER COMMANDS -

NEW including Mem Watch Points and Trace.

- **BOOT SELECTOR**

Either DFø or DF1 can be selected as the boot drive when working with Amiga Dos disks. Very useful to be able to boot from your external drive.

PLUS A MACHINE CODE FREEZER MONITOR WITH EVEN MORE POWER!!

EVEN MORE FEATURES INCLUDING 80 COLUMN DISPLAY AND 2 WAY SCROLLING:-

- Full M68000 Assembler/Disassembler
- Full screen editor
- Load/Save block
- Write String to memory
- Jump to specific address
- Show Ram as text
- Show frozen picture
- Play resident sample
- Show and edit all CPU registers and flag
- Calculator
- Help command
- Full search feature
- Unique Custon Chip Editor allows you to see and modify all chip registers - even write only registers
- Notepad
- Disk handling - show actual track, Disk Sync. pattern etc.
- Dynamic Breakpoint handling
- Show memory as HEX, ASCII, Assembler, Decimal
- Copper Assemble/Disassemble - now with suffix names

REMEMBER AT ALL TIMES YOU ARE INTERROGATING THE PROGRAM IN IT'S "FROZEN" STATE WITH ALL MEMORY AND REGISTERS INTACT - INVALUABLE FOR

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Letters!

FORCE nine mail

If you've something interesting to say on life, the Amiga and the like, slap it down on a piece of paper and send it to FORCE NINE MAIL! Every letter printed wins our undying gratitude. Chris has taken a break from the letters this month after suffering a low blow while playing football. Serves him right for exercising, if you ask us. Anyway, the office comedian (or should that be joke?), Ian Osborne, has stepped into Chris' size nines — normal service will resume next month!

Adventure Antics

Dear Chris
First of all, thanks for putting together the best Amiga mag on the market. However, I have an idea to make it even better! I notice that you don't have an adventure helpline page. Okay, you do put hints and even full solutions in 'playing tips', but this leaves little room for the game tips.

I think that this would be a very good addition to an already super magazine. I hope you do too!
Paul Walker, Warrington, Cheshire

■ Although we like to put as many solutions and game tips in each mag as possible, introducing a new section, forsaking other popular games in the process, may not be too popular with everyone else! However, the jury this side is still out on the idea, so it's over to you, readers — enough interest and we'll consider just how to implement the idea of an adventure-only tips section!
Ian

Sign of the Times

Dear Phil
Could you please sign and return this postcard?
Stuart Winchester, Upper Killay, Swansea

■ Phil's gone and our new Ed has taken a knock during a rather volatile footy match — will I do?
Ian

Platform Programmer

Dear AF
In August I got an Amiga 500, and I want to program a platform game. Where do I start?
Phillip Connoly, Stretford, Manchester

■ I can't think of any platform equivalent of *SEUCK*, so you'll have to learn to program. Europress Software's *AMOS* is an excellent version of BASIC; you could do worse than start here. Alternatively, get yourself a good book on assembly language and good luck — you'll need it!
Ian

CD Spoilers

Dear AF
Are there any plans for *Monkey Island 3* on the Amiga? What's LucasArts' next Amiga adventure to be?

Until now you've been comparing the CD32 to the Mega CD. Sega have also got a 32-bit machine in the offing — the Sega Saturn will be ready for 1995. Also, Nintendo are planning a 64-bit machine called the Ultimate Games Machine, and by golly I bet it's gonna be a cracker! What are Commodore's plans for after these two beasts have been released?
Jody Lancaster, Doncaster, S. Yorks

■ There are no plans to release *Monkey Island 3* on the Amiga, but there's a whole batch of earlier adventures now being released on budget. Check out LucasArts' ageing classic *Loom* on Kixx XL— it's a little easy and the graphics aren't as good as those of more modern offerings, but the storyline blows you away.

Sega said a 32-bit CD-based console selling for under £300 would be impossible for at least two years, so it shows how much they know. Also, did you notice that reports of these unfeasibly brilliant machines only came out when the CD32 started hogging the headlines? Could they be spoilers, put out to make people wait and see what's around the corner instead of buying Commodore's newie?

If we all waited to see what the next machine's like we'd still use ZX81s 'cos no one would have bought, or developed for, the Spectrum. It's always wise to be cautious when splashing out hard-earned dosh, but let's not take it to extremes — Commodore have a potential blockbuster in the CD32.
Ian

Late and Irate

Dear AF
Why were you so far behind with your review of *Combat Air Patrol*? The other Amiga magazines reviewed it over six months ago, but you didn't get it 'till your November issue! This isn't the only time you've been caught napping either — get your act together, AF!
Andy Banner, Romford, Essex

■ Regarding *Combat Air Patrol*, when did you first see it in the shops? We weren't late at all with our review — in fact, we were the first magazine to review the FINISHED version! Our pre-production copy was sent to us on the day Psygnosis got it back from their duplicators, and as this was right on our deadline I'm sure you must agree that we were actually very early.

We NEVER review unfinished games. It's impossible to rate and evaluate software that's still in development as it forces magazines to overlook potential flaws that may (or may not!) be corrected during playtesting. I realise many mags raved about this game long before their long-suffering readers could get their hands on it, but doesn't this make you wonder how much of it they actually saw? To add insult to injury, at least one of the major offenders actually has the cheek to claim *they* don't review unfinished games either!

Make no mistake, AMIGA FORCE will *never* resort to such gutter tactics to gain an exclusive. When buying an expensive piece of software you want clear buying recommendations, not educated guesses — far better to wait for our assessment than take a risk on some of our competitors'.
Ian

Seedy Dealings

Dear AF
I have enclosed part of the application form for the CDTV-CD32 User Group. As you can see they offer 'A monthly newsletter, software reviews, news, swapping service and the hire of CDTV/CD32 titles all for only £4.99 a year'.

After sending the £4.99 to the user group (run by G. Ogden), on the understanding that I could now hire CDs, I was informed through the newsletter that this service costs a further £20!

I have, of course , written asking for my money back. Other readers take note!
M Hillerby, Newton Aycliffe, County Durham

■ Hmm... if the group are deliberately hiding charges or misrepresenting their services, they could be sailing very close to the wind. If you're considering joining the club, make sure you're aware of the exact charges before parting with money.
Ian

Gamer's Hell

Dear AF
In your opinion, what's the worst Amiga game ever? My vote goes to *Super Space Invaders*, as it's boring, dated and not worth anything like £25. There are loads of *Space Invaders* clones in PD, so why fork out for this effort?
Phil 'Hate-'Em-Up' Andrews, Barnstaple, Devon

■ *Super Space Invaders* was certainly overpriced before, but it's not bad now it's on budget. Besides, is it really that bad a game in its own right? We don't think so — it got 76% in Issue Eleven.

As for the worst ever game, let's ask the team…

IAN — *4th & Inches*, definitely. A sports-sim with only two teams is obviously a non-starter, even without the dodgy sprites, warped pitch and impossible controls. Scoring a less-than-impressive 9% as a budget release, my personal mark would be 2%.

MARK — The biggest pile of poo I've come across has to be *Huckleberry Hound*. With a lack of tie-in, completely turgid gameplay and little in the way of design, this doesn't even warrant a budget release.

CHRIS — *Napoleonics* for me. I've never loved wargames anyway, but this crappy collection is so badly programmed it's almost unplayable. Bad graphics, ridiculous interface, hideous waiting times… has this got anything going for it?

So there you go — of course in the early days of the Amiga there were plenty of bad games, but as these are largely forgotten we've concentrated on recent rubbish.
Ian

Life, The Universe and (almost) Everything...

Dear Folkies
What's the meaning of life? If it were the Sixties I'd probably answer 'sex, drugs and rock 'n' roll', but it's the Nineties now, so it's 'Amiga, joystick and games' to me. Or better still, 'Amiga, joystick and games, games, GAMES!'

Right? Right! So why do software houses make my life a misery by making their games so bloody difficult and giving them a price tag that's extremely dangerous to your health? What's the point of spending 8,000 drachmas (about £30) on *Project X* if you can't get past the first stage? What's the point designing brilliant graphics like those in the *Dragon's Lair* series when no-one is going to see anything beyond the first screen? I for one don't want to suffer a nervous breakdown every time I play the game. Why should I risk my health playing something that costs me two weeks' pocket money? Aaargh, I'm going to bite my mouse! Software big heads, please take note — be sensible. We're not psychopaths or masochists.
Themis Broutzos, Athens, Greece

■ You can get a £30 game by saving two weeks' pocket money? Your dad must be a millionaire!

Seriously, setting the right difficulty level in a game is always a tricky thing — too easy and it's no challenge, too hard and you never get off the first level. You're right about *Project X* as well — the original version was nigh-on impossible, though they reduced the difficulty level for the budget release.

As for the meaning of life, as Douglas Adams fans everywhere well know, it's 42!
Ian

Dynamic Decisions...

Dear A-FORCE
I'm 13 years of age and it's my birthday soon. Hopefully I'm getting a new computer — I already have an A500+. Should I buy an A1200 or wait for the CD32 console?

I also want a really great flight-sim that's compatible with the A1200. Which should I buy?

After two years on the A500+ I've got a bit bored with the graphics. Everyone I know has an A1200 and the graphics are amazing.

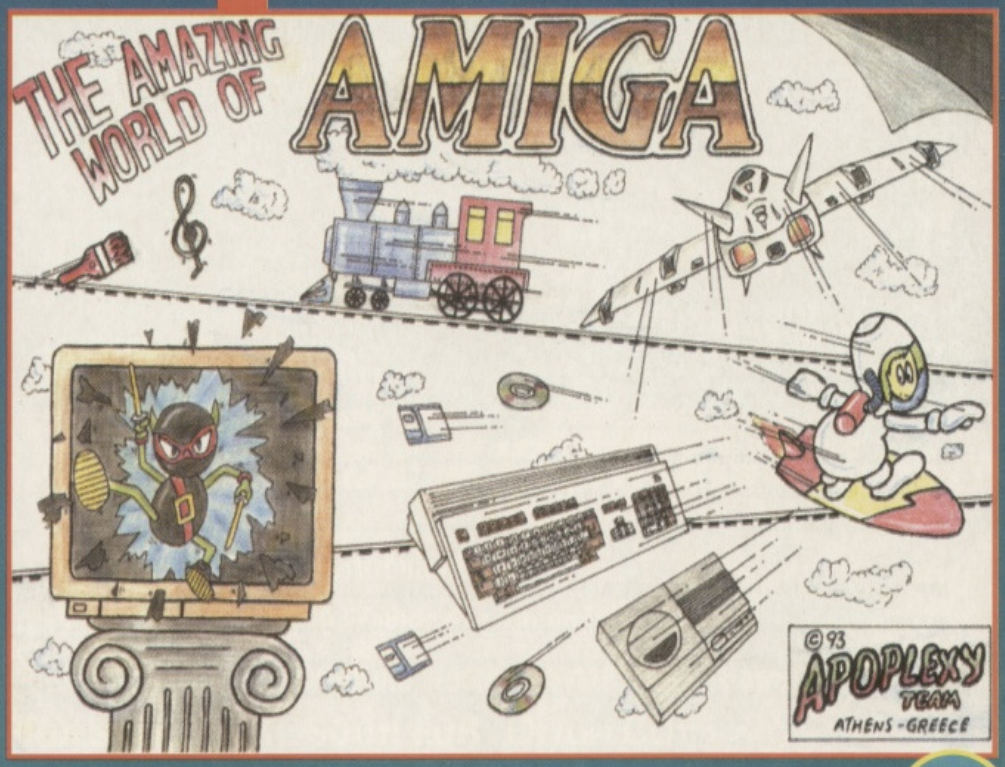
If you don't print this letter… (snip! — Ed).

■ WE decide what we print bud, there's no use threatening us!

If you're into flight-sims there's no point buying a CD32 yet. It has no keyboard and (at the time of writing) no dedicated flight-sims. If I were you, I'd splash out on an A1200 and wait for the promised CD add-on to materialise — that way you can still play your A500+ games (if any are incompatible, ask your fave PD library about Relokick).

The best available flight-sim is (without a doubt) *Gunship 2000* from MicroProse. Our fave flier based on fixed-wing aircraft is *Knights Of The Sky* (Kixx XL), reviewed this very ish, though if it's high-speed jets you're after, check out *F19 Stealth Fighter*, also on Kixx XL.
Ian

That man Themis Broutzos from Greece not only sent us a cool letter, he also produced this rather spiffing Amiga piccy. Good, eh?



Letters!

Nothing New Under the Sun...

Dear AMIGA FORCE
After losing interest in computers due to so many crap titles hitting the shelves, I'm having another crack at it to see if any originality has crept in. It seems the software companies need a kick-start to help them produce games that are actually worth playing.

My heart goes out to those who remember the classics such as *Infiltrator, Dan Dare, Green Beret, The Eidolon, Beyond The Forbidden Forest, Falcon Patrol, Dropzone* and *Trailblazer* to name but a few. That was the standard set by C64 games, and look what it's dropped to!

Come on software houses, get your priorities right. Stop wasting money on big name licenses and try to do something different! Here's looking forward to *Frontier — Elite II*...
Darren Lowes, Hastings Hill, Sunderland

■ Generally speaking we agree with you, but the old C64 scene wasn't an endless stream of unbridled originality — indeed, for all their quality some of the games you mentioned are licenses and/or unoriginal!

Regarding bad licenses, the answer is in our hands. Why should software houses do anything original if people buy crap games on the strength of their licenses? Ocean's *WWF*, for example, was rightly slated in the Amiga magazines yet it still hit the Number One spot. Remember, if we don't buy 'em, they won't make 'em…

The most original games in the last few years were *Populous* and *Lemmings*, and they were both great — come on guys, let's have more of that!
Ian

Do Not Pass Go...

Dear AF
Why oh why oh why *(don't start that, you sound like 'Points Of View' — Ed)* don't software companies put level codes in their games? I have several games on my shelf which I know I'll never complete because I'm as bored as hell with the first few levels, and don't want to play the game for two to three hours before seeing anything new.

The arguments against level codes are pretty predictable. 'It would be finished too quickly' screams the software company. Who's to say what's 'too quickly' anyway? This is a sure sign there's very little to the game. If they're worried about the gamester leaving a level before he's seen everything it has to offer (fair point), why not put the code for the second level at the beginning of the third, the third level code before the fourth, etc? Even after you've completed Level One you'd still have to play it, offering plenty of opportunity to explore it, but as soon as you finish Level Two (by which time the first is becoming boring) you get a code. Now you can fully explore Level Two while working towards Level Three.

The other argument against codes is that they're printed in magazines soon after the game hits the shelves. I don't agree with this attitude — no-one forces the purchaser to use them, and after all it's his money. Also, what's wrong with giving a game its own individual set of self-generated codes (*Gods*), or producing, say, a dozen different sets to make printing them impractical (*Bill's Tomato Game*)?

There's nothing worse than ploughing your way through the same old levels time and again. Many gamers don't have the time to sit in front of their computer for the time it takes to complete a game from scratch, so, software houses, the lack of level codes prevents them seeing a portion of your latest masterpiece.
Robert Shaw, Truro, Cornwall

■ Couldn't agree more Rob — what do other readers think?
Ian



Shining Wit

Dear Folks
I went to Newton Abbot once. It was closed.
Fred James, Exmouth, Devon

■ If brains were dominoes, you'd be a double blank!
Ian

Poor Sucker

Dear Folks
What sort of joysticks do the readers prefer? I use a Konix Speedking for just about everything, but for flight-sims you need a pistol-grip ergonomic flight handle model with four strong suckers on the bottom.

Which brings me to my main point — how do you get the bloomin' things to stay down? Mine comes free at the slightest tug *(ooh, painful — Ed)*, and refuses to grip the desk whatever I try. Any tips would be greatly appreciated.
Joy Pilot, Erdington, Birmingham

■ Try sticking a piece of self-adhesive vinyl floor covering onto your desktop — you can get it from any DIY shop. Your suckers should find this much easier to get to grips with.
Ian

Well that's it for this month — keep your letters, anecdotes, artwork and stale cheese rolls coming in. You never know, you too could have your merry missives printed in the world-famous FORCE NINE MAIL!
For those of you who've been asking why the letter's page is called FORCE NINE MAIL, it's a parody of Force Nine GAIL, the wind-speed of a hurricane — just thought I'd tell you that...



1. Sensible Soccer
2. Championship Manager '93
3. Formula One Grand Prix
4. Syndicate
5. Lemmings 2

AMIGA FORCE Readers' Chart!

Finally up and running, the Readers' Chart is fast becoming one of the most popular items in the magazine (well, most of the mail concerns it anyway). After last month's fun trying to tot up all of the scores, we invested in a brand new calculator, logarithms and all. Does anybody know, or care, just what all of those silly buttons on the top of these scientific jobbies do? It's difficult enough finding the ON button these days with all that clutter, yet we reckon that it's all there just for show — they don't really have any use at all but to make students and accountants look good (God knows, they need something).

Anyway, enough small talk — if you want to cast your vote, fill in the coupon below and send it to READERS' CHART, AMIGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW.

Once again, *Sensible Soccer* scored with the voters, claiming that prestigious number one position, but *Championship Manager* and *F1* are slowly catching up! *Syndicate* bursts in at number four, proving that our readers are more than just sport fanatics, while the evergreen *Lemmings 2* hangs on in there at number five. My name's Bruno Brookes — good night.

The most important games in my life right now are:

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2.
3.
4.
5.

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ISSUE ELEVEN: Combat Air Patrol Reviewed! More Syndicate tips! Loom solution!



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ISSUE FOUR: Every Dizzy game reviewed, Sensible Soccer challenge, Sleepwalker tips, Trolls maps, Gobliins 2 guide and Action Replay pokes galore!



ISSUE SEVEN: Morph and Flashback! Complete maps and tips for Chaos Engine, Sink or Swim, Lemmings 2 and Body Blows! Puzzle games roundup.



ISSUE EIGHT: Amiga CD32 revealed! Tips and maps galore for Morph, Body Blows, Flashback,Sink or Swim and Lemmings/Lemmings 2!



ISSUE NINE: Our new look issue! Jurassic Park! Loads of tips and guides for Gunship 2000, Lost Vikings, Syndicate and Replay pokes!

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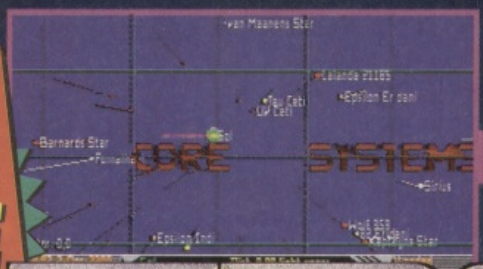
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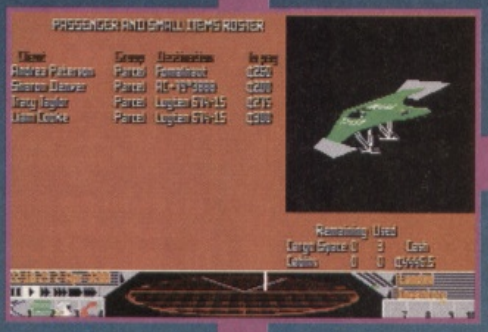
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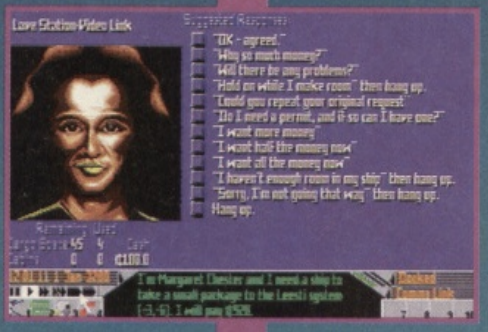




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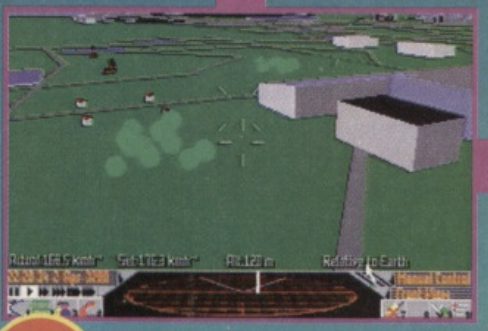






Tip time!

During combat, target the enemy by clicking on the ship then switch on the targeting-tunnel from the preference menu. This makes the ship much easier to track and hit.



Gametek, £29.99

Back in the days of tape-decks and double-figure Ram, *Elite* stood out from the dross (even the so-called classics) as a game way ahead of its time. It was a hit on every 8-bit machine around, even being ported over to the Amiga some years after its original release. A sequel had to be forthcoming, although it's been five years since the project was first announced — has the wait really been worth it?

In a nutshell, it most definitely has. *Frontier* doesn't just pick up from where the last game left off, it adds thousands of planets, new systems, far more in the way of gameplay experiences, and offers a game superseding all others of the genre.

Beyond and back again...

While our expectations of *Frontier* were pretty darn high, we didn't really expect it to be so gob-smackingly good! First off, the graphics — the depth, rotation, speed and detail are all stunning. You can land on planets and even see the detail on the signs and boarders on the various buildings. Such intricate detail on such a vast strategy/sim game is almost unprecedented.

The trading concept behind the original *Elite* remains, although, once again, *Frontier* expands upon and updates these ideas. Each of the many solar systems has its own imports and exports (both major and minor) allowing you to trade wherever there's profit to be made.

> "The spec of Frontier's mind-boggling"

On top of that, when you land on a space station or planet, you can check out the bulletin-board detailing jobs and tasks on offer. These range from delivering parcels on certain systems or planets to assassination deals. You can also join up with the Federation or the Empire, carrying out specific tasks within a timescale to earn yourself a whole load of credits.

Braben Strikes Back

The scope and depth of *Frontier* are where the addiction lies. No longer are you limited to just one ship — there's a wealth of new babies on offer, as well as new fittings and cargo. It's important to emphasise the freedom this allows — you could go through your entire existence simply trading between two stations, even in the same station as the prices fluctuate on the stockmarket.

However, for those slightly more adventurous, you can venture into mercenary worlds, transporting illegal goods and carrying some pretty dodgy characters. You even get the chance to employ crew, although you need a slightly bigger ship than the one you start with.

The spec of *Frontier*'s mind-boggling. Planets are formed as you play, with something silly like 100,000,000,000 actually there. It's pretty unlikely you ever visit all of them, and, anyway, not all contain space stations or are habitable. There are 82 basic missions in the game; again, experiencing yet alone completing them is pretty unlikely.

Remember, they aren't there to form the game, just to complement it. Your main aim in life's to make money, lots of it, so you can buy better equipment, high-tech craft and improved weaponry. Making a few enemies along the way's part and parcel of the trade, I'm afraid.

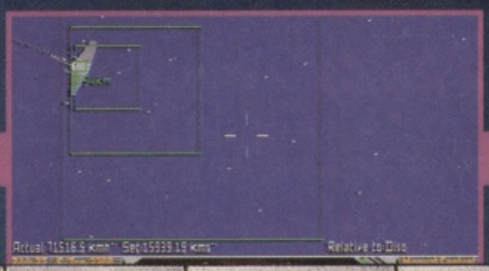
Generally, the control system has been tidied up, so it's easy to hyperspace from one system to the next, as well as track down appropriate planets and stations. It can be a bit fiddly to begin with, but a little practice means you move around the different worlds almost at will.

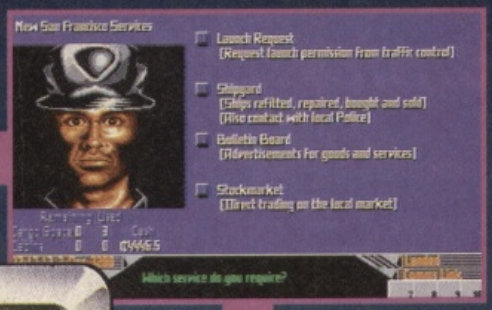
There's the odd flaw, though. I wasn't particularly enamoured with the combat, not at first anyway, since your craft's seriously under-powered and alien ships are far more intelligent. It's not so bad once you've upgraded weaponry, but, if you start out and find yourself in a battle, your missile had better connect otherwise you're in deep, deep trouble. At least you can throw out the odd distress signal in case a friendly soul's passing...

With so many icons and commands to pick up, *Frontier* undoubtedly takes a lot of playing before you're even adept at controlling your ship. That's not a complaint, though; you can be assured this represents amazing value for money because it's sure to have you hooked from the second the title appears on screen.

Frontier 's an essential buy; miss it, and you're not only missing out on a piece of history, but also one of the best games ever devised.

Mark!





ELITE II

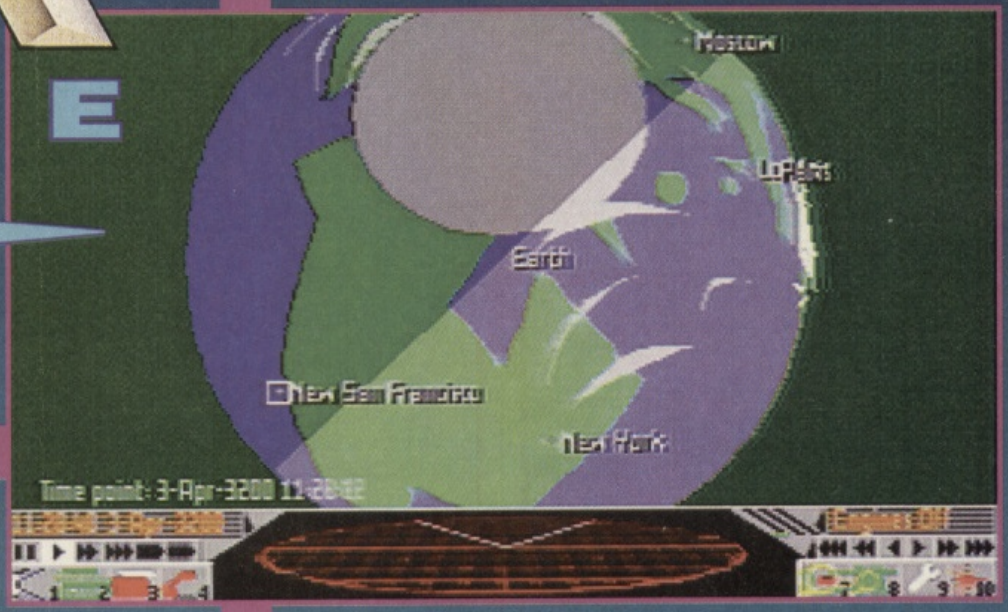


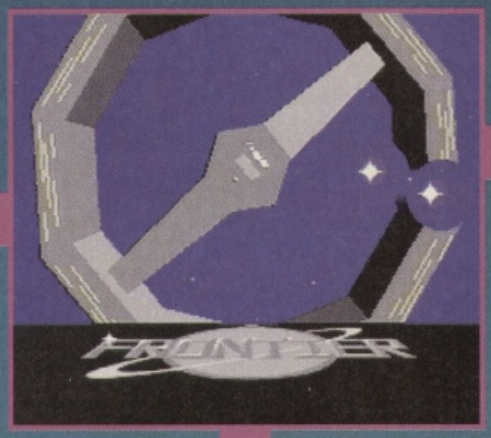
Rave review!

Ian! Wow! This is one stunning game. You need to take a deep breath before even beginning to comprehend the sheer playability on offer.

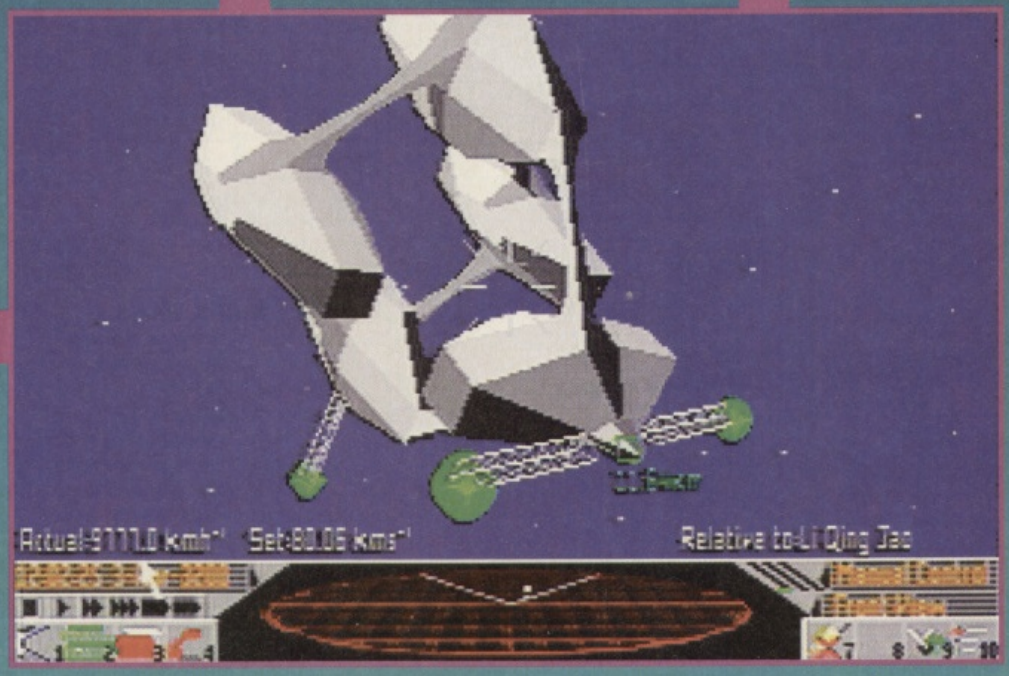
This is definitely one of those games taking a lot of getting used to, but boy is it worth it! As Mark said, there's so much to get your teeth into you'll be playing this for months without even beginning to scratch the surface. With thousands of planets to visit, deals to be struck and, most importantly, money to be made, time just seems to fly by.

Frontier takes the concept created by *Elite* to awe-inspiring levels of excellence. This won't become a classic, it's one already! Well worth the wait. I expected a great game, but nothing of this magnitude. Buy it!





Frontier **even gives the chance to visit our own solar system.**



amiga FORCE Rating!



- DEVELOPERS: DAVID BRABEN
- DISKS: 2
- PLAYERS: 1
- GENRE: SIM/STRATEGY
- 1200 COMPAT: YES
- HD INSTALL: YES

Absolutely stunning. The play, lastability and atmosphere are second to none.

96

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CD32 Xmas special!

Feature! cd!















THE AMIGA FORCE GUIDE TO THE AMIGA CD32!



Feature!

Cd!

CD32

The computer industry's littered with so-called 'wonder machines' quickly consigned to the silicone dustbin. Will the CD32 go the same way as the Jupiter Ace, Konix Multi-System, Sinclair QL and Commodore's own CDTV? Despite teething troubles, IAN 'THE OPTIMIST' OSBORNE says NO!



Despite producing some of the most popular home computers of all time, including the current market leader (the Amiga of course), Commodore have been guilty of appalling marketing gaffes over the years.

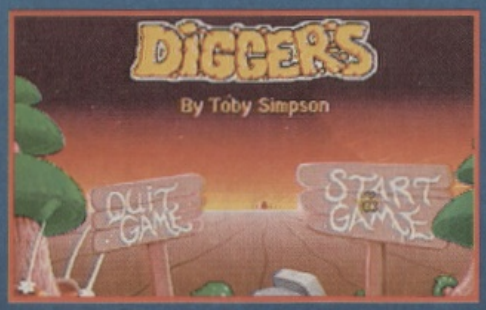
For example, the first Amiga (the A1000) was horrendously overpriced and initially marketed as a business-only machine. Their lower-end, 16-bit versions suffered rapid price-drops leaving those who paid the higher price cheesed off. Also, potential purchasers were reluctant to part with their money for fear of another price-crash. Who could forget the infamous A500+ episode when the new machine was superseded by the A600 within months?

The CD32 has also suffered unnecessary hiccups. Even so, its sheer quality and Commodore's foresight in designing a very expandable machine will win through in the end.

Early Offerings

Commodore's previous CD-based outing, the CDTV, can hardly be considered a success. Inevitably, comparisons will be drawn between it and the new machine. Based on the A600's 16-bit architecture, the CDTV was sold as a stand-alone console and later as an add-on for the A500/500+, and the A570 (the A600 lacked the necessary through-port).

Unfortunately, its ridiculously high price-point (initially £600) put off all but the very keen or very rich. Its low user-base in turn made software companies reluctant to invest in development, making the machine even less attractive to potential purchasers.



Not so the CD32 — £299 isn't exactly small change, but it's pretty good for a 32-bit console on the white-hot cutting edge of technology. Compare this with Sega's Mega-CD system which sets you back £270 for a 16-bit machine with only 128K of on-board RAM (the CD32 has 2Mb), and has to be connected to a Mega Drive costing at least another £100! Hardly a rip-off, is it? The industry's reaction to the new machine is extremely positive too, with most major developers planning CD32 releases.

Another reason for the CDTV's failure was the strange marketing policy adopted by Commodore. Independent computer stores were all but prevented from selling it at all, Commodore arguing that the indies were located in back streets above chip shops and populated by spotty kids in anoraks. No wonder current head of sales, David Pleasance, commented that Commodore hired some 'very talented, sales-avoidance experts' in the past! Hopefully, they learn from these blatant blunders and market the CD32 without alienating ANY potential customers or retailers.

A very positive thing to come out of the CDTV episode (apart from the CD32-compatible titles — see pages 31-34 for details) is the experience gained from this early foray into CD technology, enabling them to produce a marvellous machine in record time with very few teething troubles and hold-ups.



It's A Funny Old Game...

When the Mega Drive was launched in the UK, Sega spent a small fortune developing *Sonic The Hedgehog* alongside the machine. Likewise, Nintendo's SNES was bundled with *Super Mario World* a huge game which (like *Sonic*) cost a phenomenal amount to produce. Their investments paid off, however.

It's far easier to hype a game or a character than just a machine, and refusing to license their conversion to other formats meant — unless you bought a SNES or a Mega Drive — you couldn't play Mario or Sonic, respectively. And buy it they did!

Unfortunately, Commodore have failed to develop a game alongside the machine and they also kept many major developers in the dark until six months before the CD32 hit the streets. Keeping the machine under wraps until the champagne-showered launch was an inspired move, preventing gossip and idle speculation watering down its impact, but it did mean that few games were in existence at the time of launch.

So what does the CD32 bundle actually contain? Apart from the console itself (obviously) there are two games on offer — *Diggers* from Millennium and Flair Software's *Oscar*.

Diggers (reviewed in Issue ten, 87%) is a *Lemmings*-inspired collect-'em-up where you



Can it Last?



control a team of miners in search of gems. The Amiga-owning community are split straight down the middle on this one — many (myself included) find it no fun at all, but it does have its fans. Less open to debate is that it doesn't show off the machine to its full capacity, its tiny sprites having little need (or potential) for flashy graphics and animation. In itself this is no bad thing, but it makes the game an odd choice for the CD32 bundle.

The other packaged game (*Oscar*) stole the show at the launch party, its cutesie, cartoony graphics and *Trolls*-inspired gameplay showing much promise. However, the enhanced CD-specific-version wasn't ready in time to package with the machine — early bundles contain the standard A1200 game with only seven levels (the CD32 version has nine) and no midi sound. At the time of writing, no upgrade service is planned.

Finally, being produced by independent third parties, neither of the games are unique to the CD32. Restricting a release to a specific machine might sound like a cynical marketing tactic, but if the game's good enough, it works — again ask Sega and Nintendo.



It's not all doom and gloom on the games front — far from it. Commodore's realistic licensing policy has ensured the major developers are more than willing to produce CD32 games, but a bundled blinder would do much to help the machine through those difficult first few months.

A Growing Market...

The CD32's initial lack of a floppy drive, keyboard and mouse might also encourage a 'wait and see' attitude. Commodore are currently addressing this situation, planning the imminent release of an expansion set enabling the CD32 to function as a straightforward A1200, and also a CD add-on for the A1200 itself.

Keyboards are essential for flight-sims which usually delegate many of the plane's functions to the keys. Virtually all adventure and strategy games are mouse-driven, and all three genres would benefit from a floppy for saved game positions.

The CD32 already has the capacity to hold a saved game using non-volatile RAM (a sort of battery back-up system that doesn't need a battery), but the 1K of memory given over to this is hopelessly inadequate for complex creations.



Fans of the more cerebral games could become the machine's most ardent supporters. How many potentially great RPGs, for example, have been ruined by endless disk-accessing and swapping? As a CD can hold 600Mb of data compared to a floppy's 800K, this could soon be a thing of the past. Can you imagine a flight-sim utilising the



machine's fast Motorola 68020 processor, 256,000 on-screen colours and 14MHz running speed? Unlike its cartridge-based competitors, the CD32 is ideal for more complicated games.

Commodore can't be blamed for not releasing the add-ons at the same time as the machine — it just wouldn't be practical, and their commitment to supporting the machine through additional hardware releases is to be commended.

Far less praiseworthy, however, is the console's cheap-and-nasty appearance. Despite being over five times as powerful as its Japanese rival, the CD32's nowhere near as aesthetically pleasing as the Mega-CD.



Compared to Sega's front-loader, the CD32's top-mounted hatch feels tacky and cumbersome, and you can actually lift the lid while the CD's spinning. The volume control looks as if it'll fall of within a week (don't worry, it won't — it's far stronger than it looks), and the joypads are incredibly ugly and awkward to use.

Not that any of this should put you off buying one — it's a quality machine and the market will soon be awash with alternative controllers anyway, but it's a pity it doesn't look as good as it performs.

On The Up...

Like most Commodore products, the CD32 has come in for more than its fair share of derision in the computer press. No-one's denying the CD32's technical qualifications, but the big question mark is over Commodore's ability to market it successfully.

For once, though, they seem to be on the right track.The launch party was spectacular, creating a real buzz in the computer industry and, keeping the machine under wraps beforehand, increased its impact dramatically. Not developing a monster game side by side with the console was a mistake. But Commodore's policy of encouraging third party manufacturers to produce add-ons, and a software licensing policy that's far less restrictive than Sega or Nintendo's, mean that people actually WANT to produce for the machine rather than wait around to see what happens. And who can blame them?

As well as the phenomenal benefits for the end-user, CD storage all-but prevents commercial piracy, giving the company a greater degree of market penetration — virus hassles would be a thing of the past. When the A1200 expansions are released, adventure and strategy games will be revolutionised, with platform and blast-'em-up fans feeling the benefits even sooner.

Making it as expandable as possible is an inspired move, too. The forthcoming Full Motion Video cart opens all sorts of doors, however you can already use it as an ordinary CD player — it's three machines in one.



Commodore have produced a brilliant machine. If the marketing push is as successful, the CD32 could well prove to be THE big thing in 1994, and with 25,000 sales in the first three weeks and a £7 million advertising campaign in the offing, the future looks very rosy indeed.

Public Domain! Cd!

Devious discs!

There's more to the CD32 than playing commercial games. Encyclopaedias, full motion video and interactive movies are just around the corner, but AMIGA FORCE gets the lowdown on a couple of projects available today!

DK KARAOKE (Disk 15)

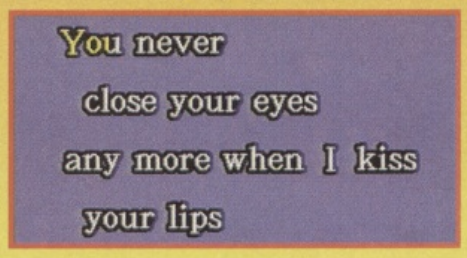
■ Music Machine Marketing, £19.99

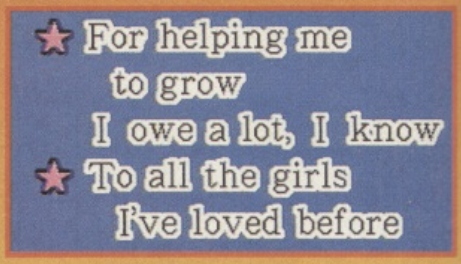
We told you there's more to the CD32 than just games! This, the latest in a long line of Karaoke disks, could have every bar-room pop star wannabe warbling away 'till the wee small hours.

There are 18 tracks on offer, and they're intelligently selected to ensure that most are familiar to the average Karaoke fan — obscure Scandinavian grunge bands with only one single (available only on import) are avoided. The interface is extremely easy to use, and you can program in a sequence of as many tracks as you like.

Sing, Sing A Song...

In true Karaoke-style, lyrics are displayed a few lines at a time in sequence with the track, their large white border turning yellow to keep even the most drunk enthusiast in time. Before each ditty there's a credits screen, after it a natty, little incidental graphic.





It's difficult to rate a disk like this. It offers no surprises, but you're getting a quality product — I can't find fault on any level. The CD-quality sound's infinitely better than the tapes on home Karaoke machines, and as you can connect your CD32 to a pair of hefty stereo speakers there's no real limitation on volume. If you're into Karaoke, this is for you. If you just want your party to go with a bang, buying a disk's probably cheaper than hiring a home Karaoke machine. Perhaps a rental scheme with the occasional user in mind might be an idea?

AF Rating — 79%

A high-quality disk that does everything asked of it extremely well. No surprises on offer, but it couldn't be any better.

Multi Media Machine and Music Machine Marketing
Can be contacted at: 59 Bridgeman Place, Bolton BL2 1DE Tel; 0204 387410

NOW THAT'S WHAT I CALL GAMES VOL. 1

Multi Media Machine, £19.99

Computer owners have long enjoyed scores of cheap, freely distributable PD games unavailable to console owners (ha ha ha!). The quality of these releases ranges from near-commercial to absolutely dire, but as you're only paying a token duplication fee you're hardly risking a great deal. This disk, the first of Multi Media Machine's Public Domain CD releases, contains 100 PD and Shareware titles working out at a mere 20p a game.

The games are accessed through an easy-to-use menu system. It's a little slow, but entirely functional. All relevant documentation for each game is included and all are also available on floppy from various PD sources.





Public Sector...

The quality of the games on offer ranges from brilliant to dire, but if you own a CDTV there's more than enough here to justify the price. Unfortunately, even though the disk is sold as a CD32 release (with 'CDTV compatible' added almost as an afterthought) many of the games are unplayable on Commodore's 32-bit marvel. Why? Because, showing their floppy roots, a significant number of the titles require mouse and/or keyboard input! Fine if you've a CDTV, but bloody annoying for CD32 owners. Great work, guys!

You might feel there's still enough on the disk to justify a purchase, and there's a CD32 keyboard in the pipeline anyway, but this basic flaw seriously mars an otherwise excellent release.

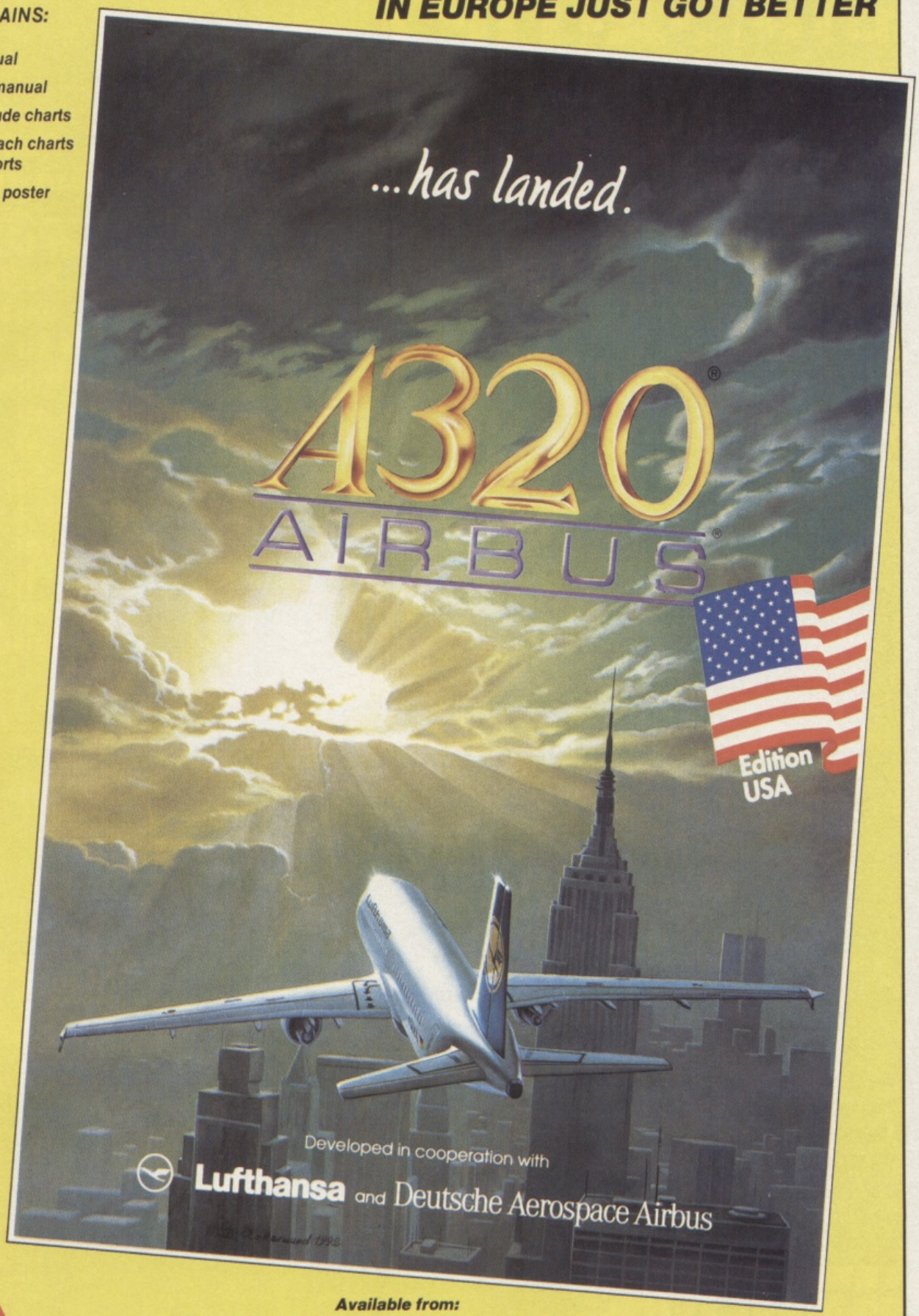
AF Rating — 55%

Great idea, but badly thought out. If you're going to advertise a compilation as a CD-32 release, you could at least make sure that all the titles actually work on one.

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CD32 Feature! Cd!

Remember Commodore's CD-TV? Overpriced, underpowered and ill-fated the machine died a sad death. Now, the advent of the CD32 gives the old CD-TV games a new lease of life. So we thought we'd take a look at a sample of its good, bad and, er, ugly games!





Quick, send in a tornado or two!





SIM CITY

amiga FORCE rave!

Infogrames

This is one of the best simulation programmes produced on any system. The idea was simple — take control of every aspect of the running of a city — and proved to be a winner. So it's not surprising we reckon *Sim City's* the best of the CD-TV bunch.

To begin the game, you've a huge choice of scenarios. First, select to create a totally new city or play one of the existing cities provided by the game. Within each of these options is a host of city-designs and time periods to choose from. Each presents contrasting problems and disasters.

We built this city...

If you opt to begin from scratch with a new city, the first step's choosing an era in which to build. Your choice is between Medieval, Western, Actual or Future. Obviously control functions such as power supply and transport are different in each era. A water-wheel in the Medieval world becomes a nuclear reactor in the present day; while a muddy dirt-track in the Wild West becomes a huge motorway in the future.

Having selected the setting, choose the difficulty level, either easy, medium or hard. No guessing which one it's imperative to start on if you want to make any kind of decent progress. In a game of this magnitude decent progress constitutes at least 30 years of hard graft.

The other option's to attempt to overcome a crisis in one of the computer-generated cities. These are again from different time settings and ask you to solve social dilemmas such as pollution, crime and overcrowding. It's probably best to wait a while before attempting these scenarios. If you aren't adept at dealing with a few little crises when building a new city, you have no chance here!

On rock and roll!

The real business is, of course, controlling the growth of the town, while trying to accommodate the population's needs. Once into the construction mode, most of the screen shows a display of the terrain on which you can build your city. Brown areas represent open land, green woodland and blue — the waterways. Obviously houses can't be built on the water, although roads and railways can.

The object's to try and create the perfect environment for all aspects of life. This means taking care where you build different constructions. It's no good putting housing next to a power station, or building a commercial development miles away from the nearest residential area.

Basically it's a question of common sense which is what makes this such a brilliant game! No two people go about it in the same way, but this doesn't mean one's wrong. Expect plenty of arguments if you play in a group!

Building a huge city isn't cheap, so money has to be raised to cover costs, as well as the maintenance of the transport system and the police and fire services. The only way to get some dosh is taxing your city's good citizens. This is a delicate balancing act; raise taxes too much and people leave the city, too little and you go without. It's a fine line to walk, but the rewards are surplus cash to build airports, seaports and sports stadiums.

If things aren't exciting enough for you there are plenty of natural disasters to choose from to spice things up. These include a tornado, air crash and attack by a mad monster! Once you've selected one of these you need to use the emergency services to sort out the consequences, so it's advisable to build police and fire stations before you opt for a disaster!

Sim City's a brilliant game enhanced on the CD with excellent music. Buy this and say goodbye to your spare time for many months to come!

amiga FORCE Rating!

An excellent game, utilising the power of the CD well. Just check out the music!

93

Feature! Cd!

FANTASTIC VOYAGE

Centaur

Calling this *Fantastic Voyage* must be somebody's idea of a joke! This game's truly appalling with nothing in the way of redeeming features. We couldn't believe how slow and awkward it is to play. If this is representative of the majority of CD-TV games, no wonder the system failed so miserably.

Nonetheless it's our duty to run you through the game, so here goes. The scenario's simple but dated which is the way this game looks! Imagine the Cold War's still raging. Okay? Right, well in an effort to get ahead in the arms race, the Americans have perfected a miniaturisation technique thanks to a Czechoslovakian scientist.

The problem is he's the only one who knows exactly how it works and he's discovered a blood clot in his brain. To save him and the project a miniaturised craft and medical crew have been shrunk and sent into his body to destroy the clot. This is where you come in. Guide the craft through the scientist's body and save his life.

Forget this Voyage!

The game's split into three levels, each taking you through a different section of the body. Throughout your journey the body sees you as a foreign invader, so all of it's defences are out to get you. Not that there's a lot to them.

The graphics are incredibly basic, while the movement of both your ship and the body's defences are slow which inevitably becomes terribly irritating.

The major fault's the poor scrolling, removing any sense of urgency from the game. You can't do much to avoid many of the antibodies, while others come onto screen so slowly it's hardly worth the bother.

Sadly, the less said about this one, the better. Our recommendation's to avoid this — you'll only end up being thoroughly disappointed!













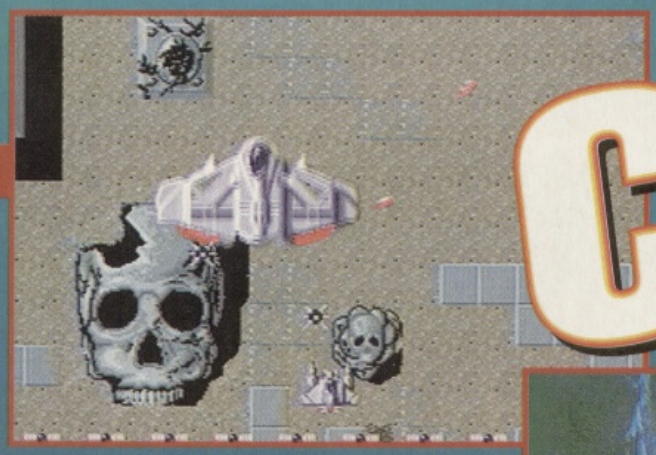
Would you like to go on a *Fantastic Voyage*? Well, try a day trip to Torquay because this sucks!

amiga FORCE Rating!

Oh dear — a terrible use of a CD based system. No wonder the CDTV failed.

27







Feature!

CD32

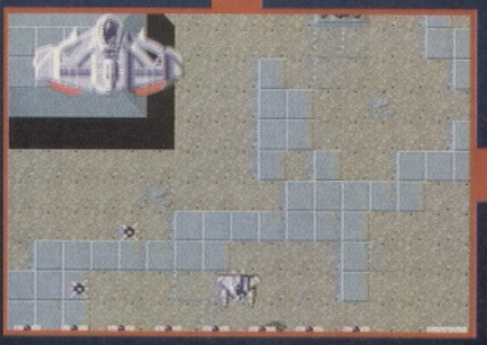
Ooh, what a big skull you have! If the skull's that big, your pilot must be a little on the small side. And, yes, as you've probably guessed, there's no pause button, and the ships won't exactly stay still long enough to be shot at.

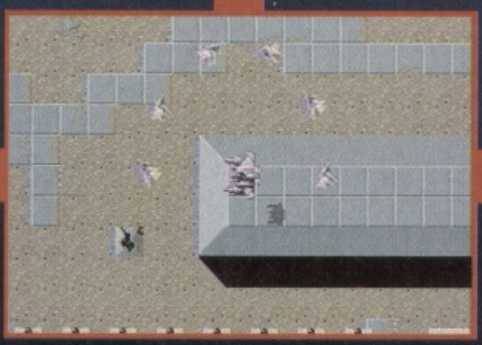


BATTLESTORM









Titus

After returning from your travels to the galaxy's distant corners, you find your home planet's been invaded by an army of evil aliens. Vowing to exact terrible revenge, you jump into your state-of-the-art airborne attacker and launch an all-out-attack on the enemy installations. The usual scenario you may think. Well yes, but the gameplay more than makes up for the lousy plot. This is one CD-TV disc that'll grace anyone's CD32.

There are four levels, each with two sub-stages to battle through. To overcome the aliens you take their operations out on each stage. To begin with this means destroying the aliens' air attacks; before taking out their ground defences, annihilating Battlestorm, their headquarters, and finally destroying the diabolical guardians to win back control of the planet.

Excellent scrolling, beautifully crafted landscapes and frenetic shooting — all of the things that you'd expect from a decent blaster in fact. Just getting past the first few stages is a challenge and a half!

Shoot at speed

Before getting into the thick of it you're asked to select a skill level, ranging from Rock Ape (easy) to Master (strictly for superstars only!). There's only one place to start and that's easy, otherwise death and destruction are all you can expect.

Each level gives you a different control mechanism for your ship, or a contrasting perspective on the game. For example, to begin with the action's in a huge grid. Fly around it in any direction to hunt out the aliens, then blast them into oblivion! Later levels change so you scroll up the screen only, with no sideways movement. Others move horizontally, with the perspective changing accordingly.

There are plenty of power-ups to collect for your ship. These include stronger laser beams, faster firing-rates, homing missiles and extra speed. On screen messages help you locate power-ups. They're worth getting, especially if you aspire to the later levels.

What's guaranteed, however, are smart graphics, an easily controlled ship and great responsiveness. Basically, *Battlestorm's* a great game to play for anyone who's a shoot-'em-up fan. Non-stop thrills and spills abound — shoot first, think later's the motto with this game! If you want a fast-paced shoot-'em-up with attitude then this is the one for you.

amiga FORCE Rating!

A rather cool blaster that looks good and plays brilliantly. A bit tough though!

84

Feature!

Ed!



Big Nose rides again. Doncha think that he's the spitting image of Ian, only better looking?





Titus

A long time ago us humans were pretty damn stupid if this disc's anything to go by (not a lot's changed if this office is anything to go by!-Ed). *Prehistorik's* set long, long ago when man clubbed his prey to death to stay alive. This game's a tribute to his daring. Relive the joy of smacking dinosaurs, chimps and grizzly bears over the head with a big stick before noshing down on their fresh carcasses!

The idea of the game's to score points by collecting food. Everything you meet that moves is edible, this guy's not fussy! To see how well you're doing check out the food-meter on the screen. Try to fill this up as far as possible before completing a level, otherwise the message 'Not enough food' will send you back to re-do it. There's also a time limit, so while it's important to collect food, wasting too much time means losing a life. You only start with three so it's vital to complete the level within the limit.

The lay of the land

CD32

This land's overflowing with prey, making it a simple affair filling up your food-meter. It's also very easy to kill the animals you meet on your travels. As they walk up, just bash them on the bonce a couple of times, before jumping on them to finish them off. Nothing too difficult there.

You find the most food in caves, but they're guarded by spiders who are impossible to kill. This means dodging them before they can get at you. Again this is not too demanding.

There are plenty of bonuses dotted around to aid your quest. These include bombs to knock out all the animals on the screen, a shield to make you invulnerable and the Cross of Life giving you an extra life. On top of these look out for the nifty little gadgets making your life a little bit easier. Those you come across are a trampoline for extra long jumps, balloons to rise above dodgy situations and an Alphaplane for longer flights.

Prehistorik's landscape looks really impressive. It's brightly coloured with some nice little touches such as birds flying by in the background. There are also some catchy little tunes and neat sound effects, adding to the atmosphere. However, this fails to compensate for the gameplay. You expect a lot more from a CD32 game — this disc looks dated and plays like a poor budget title.

There's some novel animation, smart graphics and amusing sound effects, yet the scrolling's very jerky making the game annoying to play after a very short space of time. Add to this monotonous action and you've got what's basically a boring game. Worth a look only if you're a dedicated platformer, but there's a lot better on offer for the CD32. There's also a wealth of better platformers on their way!

PREHISTORIK







amiga FORCE Rating!

A rather lame excuse for a platform game. It sure doesn't match up to todays standards.

49

LAST BUT NOT LEAST

The games reviewed here are but a small selection of CD-TV titles available for the CD32. There are plenty of others around worth considering as Christmas stocking-fillers.

If you're into historical study, then the *Time Table of History* range is worth a look. Produced by Xiphias, they're described as 'reference for all ages', covering topics such as the media, business and politics. The only problem's they're a little dated, having been originally released way back in 1991.

Another educational CD-TV disc's *My Paint*, a fun drawing-designer for kids. It's a Saddleback Graphics game aimed at children aged three to 13, although our tips boy did have a problem with the game (we had to explain that you actually doodle on screen!).

That about wraps up our look at games initially conceived for the ill-fated CD-TV. If you wish to get any of the titles mentioned here, or want more information, contact Capri CD Distribution on 0628 891022. These guys will be happy to help you.

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Impact/Dec93



GAS MORPH
This creature floats skywards and can only return to Earth by morphing.



FLEXI MORPH
Can bounce with the best of them, but is very susceptible to flames and sharp objects.



LIQUID MORPH
Can squeeze through tight gaps, but can't climb slopes or jump.

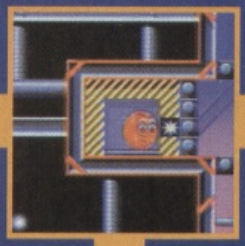


SOLID MORPH
Definitely as hard as he looks — sinks like a stone in water, but batters through barriers.



MOR







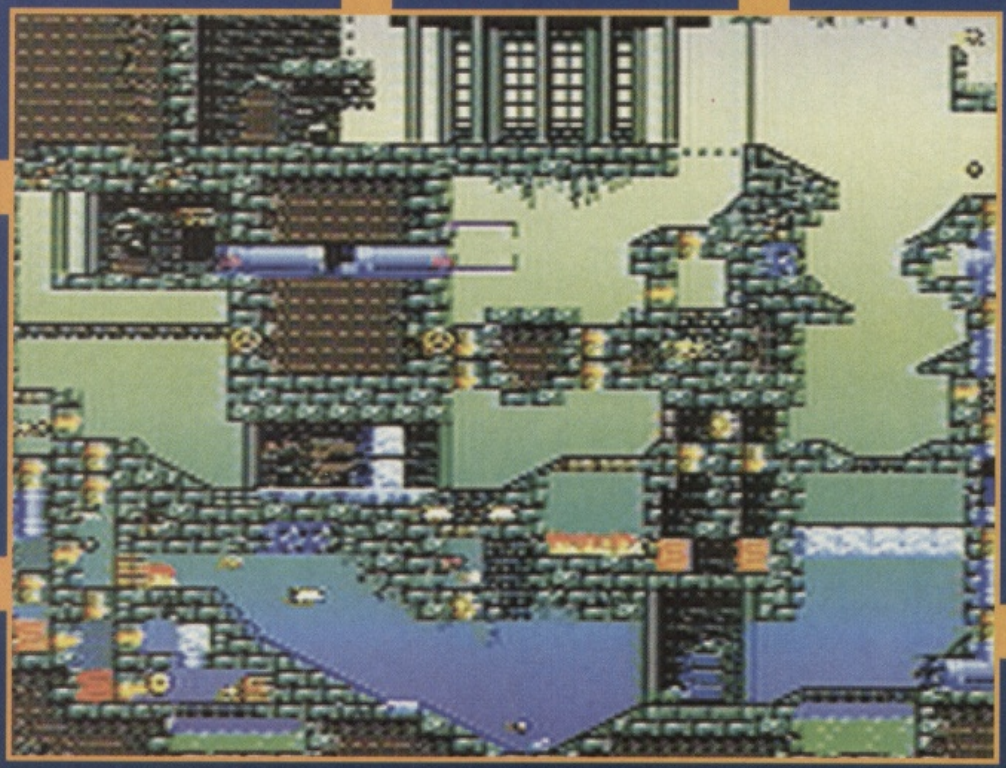


Find the map hidden in most of the zones. This item when activated will make the level you are on a lot easier to negotiate.

Mark!

This is a great little puzzler, offering hours of really enjoyable gameplay. It's not often I find a game of this nature addictive. Morph starts with a novel idea, moulding your character into different shapes to overcome the obstacles, and breathes new life into the genre. It's great to be able to use the different Morphs even when you haven't got any left. These clever touches are supported by excellent graphics and some well implemented speech. Basically Morph is an addiction that I'm finding it hard to shake off.













(Above) Would you step onto a rather dangerous looking machine like that? (Left) The solid morph will sink in water.

PH

Millennium, £25.99

It's a bit of *Lemmings*, a dash of *Bill's Tomato Game*, a morsel of... ahem! *Morph's* one of those games owing more than a passing nod to previous puzzlers, but at the same time takes a new look at the genre. Negotiating a heavily-trapped platform area, finding an object and getting it back to the exit isn't the most novel of concepts but the execution's as original as you could wish for.

Morph is not a happy chappy. Following an accident involving his crackpot uncle's teleport machine, he was transformed into a mass of mutated molecules.

He can mould his matter into four separate elements, each with their own properties — Morph Solid's a cannonball-like creature that can batter it's way through breakable blocks. Morph Flexible behaves like a bouncing ball, Morph Liquid's like, erm, liquid and the cloud-like Morph Gaseous floats upward.

> "Deaths... worth dying for."

Of course, they each have drawbacks — his gaseous and flexible forms are susceptible to flames, but when solid or liquid, water becomes impassable. There's an amazing variety of hazards and obstacles, including sharp objects, grates, fans and waterfalls. Somehow, surmounting everyday objects seems more exciting than negotiating the contrived traps often found in arcade puzzlers.

Power-ups in the shape of bonus transformations are available, and watch out for the heater (on a gas/liquid/flexi/solid scale, transforms you one morph to the left) and freezers (same principle, but one place to the right).

All Change

Transformations are achieved by holding fire and pressing one of the joypad directions. A limited amount of each metamorphosis is available — you can overdraw, but you can't conquer the level if you exceed your quota. This is an excellent idea allowing you to see more of the playing area and making you work all the harder to find where you went wrong.

While each level has a set solution, many of the individual obstacles can be conquered more than one way, *Lemmings*-style. Find yourself at the exit with the cog, having over-run your morph quota, and it's time to look for alternatives. The levels are small enough to prevent this getting frustrating (no backtracking umpteen screens here), but they're crammed to the brim with tricks and traps.

Way back in Issue seven, we gave the floppy version of *Morph* a heady 87%. The AGA-specific version isn't really that different. There are a few snazzy speech samples thrown in and the CD version's undoubtedly easier to use, but apart from that, it's more of the same.

Not that this is a bad thing. It's a great game anyway, full of snappy little touches like the way Morph's eyes follow the joypad direction held, and some of the deaths are, erm... worth dying for. The lack of level codes, though, is an appalling omission for a puzzler, but this is my only criticism of a brilliantly enjoyable game.

Tip time

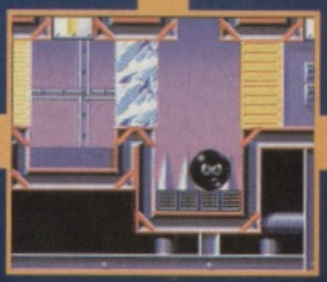
Dropping Morph onto flames when in your water form will convert you into the cloud and save you one of those vital transformations for later use.



amiga FORCE Rating!

DEVELOPERS: FLAIR SOFTWARE
DISKS: CD
PLAYERS: 1
GENRE: PUZZLER
1200 COMPAT: N/A
HD INSTALL: N/A











A superb puzzler combining polished programming and can't-put-it-down gameplay.

88

Feature! Cd!

CD32 Past Pages

THE STORY SO FAR...

It's early days yet, but some of the software available for the CD32's already wowing the world. IAN 'YES IT IS' OSBORNE and MARK 'NO IT ISN'T' SMITH come to blows while checking out what's hot and what's not...

DIGGERS

Ian!



■ Although this scored 87% in Issue ten, I find it no fun at all. The constant scrabbling around for gems is tedious rather than challenging, the diggers' personalities making them liable to wander off of their own accord is annoying and the graphics and animation hardly push the host machine to its limits.

There's some enjoyment to be had here, but not a lot — this isn't a game I'd choose to bundle with the machine.



Mark!

■ Hmm... a little strong perhaps. *Diggers* may not push the CD32 to its limits, but it's still a strong game, offering many brain teasing puzzles and much play. The problem with Osborne is he can't play and think at the same time. In fact, thinking's tough enough for him as it is!

JAMES POND 2: CODENAME ROBOCOD

Ian!

■ I've never been a fan of this release, but I'm not much of a platform fanatic anyway. The 74% it scored in Issue eleven seems about right — it's well programmed, innovative and challenging, and best of all it oozes character.

This effort isn't to my personal taste, but on an objective level it's very good. If you're into Pond, get it — but not if you already have the floppy version! The five extra levels (the original had 55) are hardly worth buying it again.



Mark!

■ The lad has said it all really. There's little new to the CD version, except a quite stunning cartoon preview of *James Pond 3*, but, if you've never come across the game before you could do a lot worse than this.

OSCAR

Mark!



■ Reviewed in the last issue, and scoring a respectable 88%, *Oscar's* more or less the *Sonic* of the CD32 world. Platform games are never really going to stretch the machine, but *Oscar* does a reasonable job if you're after a playable and lasting game.

The main problem with this is that the current version bundled with the machine's nothing more than the A1200 port. Maybe you should wait for the later version which promises two extra levels and CD quality sound?





Ian!

■ This one stole the show at the launch, but the final version didn't live up to expectations — the backdrops obscure the sprites, making it a pain on the eyes at times. It's still a good game, but could be far better.

PINBALL FANTASIES

Mark!

■ A stunning game in its own right, *Pinball Fantasies* plays even better on the CD32.

■ That was a bit brief, Smiffy — and you say I have trouble thinking. Seriously, this game's the snazziest pinball sim ever, and a blinder on CD — the best just got better!

Ian!

CD32 COVERGIRL STRIP POKER

Ian!

■ This is the sort of disk I could quite cheerfully spit on. The digitisation's dreadful, the speech samples horrendously incompetent and the models play a lousy game of cards.

I can't see any reason to fault the less-than-impressive 18% it scored in Issue eleven. It's badly executed, in poor taste and will only appeal to the desperately sad. Avoid.



Mark!

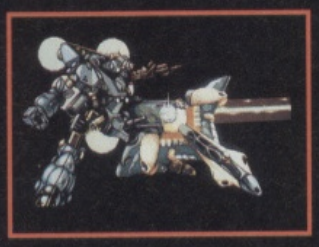
■ I thought this would be your kind of game, Ian! Seriously, who in their right (or even wrong) mind would want a game like this? It's tacky, tasteless and a complete waste of space. So there.

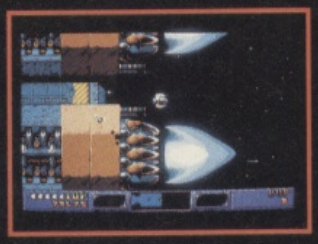
There we have it — we both agree (for a change) that we've yet to see a game really push the machine. Still, it's early days yet. The Mega-CD started out with straight cartridge ports, and there's some interesting stuff here, nonetheless. The CD32's a marvellous piece of machinery — if games of *Pinball Fantasies'* quality are being released now, just think what's to come!

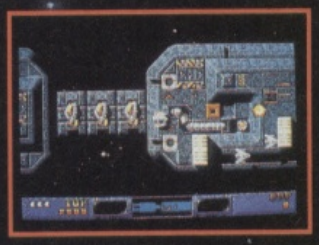
Fresh from the vaults of total play-ability comes this unique reprise of the classic shoot 'em up. Featuring the fastest scrolling and most detailed graphics that the Amiga has ever seen, pit your wits and reflexes against fleets of Leviathan spaceships as your Manta swoops low and leaves a trail of mayhem in its wake.

URIDIUM 2

"A classic game which has been brought bang up to date. Wonderful graphics, loads of blasting and a hook big enough to snare Jaws." Amiga Format 94%







AMIGA GOLD FORMAT

"It's absolutely stunning with superb graphics, marvellous effects and simple-as-pie gameplay." **Amiga Action.**

"Uridium II is fantastic. You can take our word for it... Smashing!" **Amiga Format.**

"All in all, Uridium II is shaping up to be one helluva game." **CU Amiga.**

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Previews!

Cd!

Just a the Co

Welcome to the wild and wacky world of the CD32. There's a wealth of software on the way, and we've got the lowdown on the lot! Many of the games are in early stages of development, so some shots are from floppy versions.

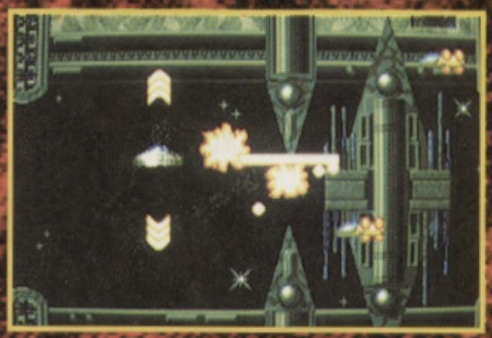
SLEEPWALKER

Ocean

If you've never heard of this one, you've been napping for longer than Rip Van Winkle. Ocean's charity release (some of the profits go to *Comic Relief*) is a mould-breakingly original platformer featuring a somnambulitic kid who walks around blissfully unaware of the hazards around him — your task, as his pet dog, is to trigger the traps, bridge the gaps and generally keep him from waking.

The A500 version received rave reviews, but the A1200 'enhanced' game disappointed — you could hardly tell them apart. The CD version will be basically the same, but with better sound. Even if it doesn't make full use of the machine, it's still destined to be a worthy winner in its own right — let's wait and see, though, shall we?





OVERKILL/LUNAR-C

Mindscape

Is this a barg or what? Two brand-new games on one disk, and selling for £29.99! *Overkill's* reviewed elsewhere this issue, so I won't go on about it — suffice to say this is an ideal opportunity to add some ace in-game music, one of the floppy version's few faults. The interestingly-named *Lunar-C's* also a shoot-'em-up, and a damned-fine looking one at that.

CD32 owners should start looking for this barg on 5 November — miss it at your peril.

ARABIAN KNIGHTS

Krysalis

Another high-scorer, *Arabian Knights* is an arcade adventure *par excellence*. The program's slick and smooth, the graphics attractive and interesting, and the gameplay... wow!

There's more platform action here than in many a pure platformer, and the puzzles are well laid-out and challenging — no trekking across 30 screens to find an object, having to traipse all the way back again to use it, here.

There are some neat touches on offer too, like the way a light-bulb appears above your head when an incidental message is available.

It's unusual to find a game mixing gamestyles without falling between two stools, but this one manages it admirably.

Although there are few enhancements planned for the CD32 version, *Arabian Knights* is to retail for a mere £14.99, a bargain for a game of this quality. With none of the restrictive licensing agreements dogging console games, budget CD releases are a distinct possibility — let's hope they catch on.





round rner!

Previews! CD32



1869
Flair

Now this is the sort of game the CD32 was made for — a three-disk trading extravaganza. The enhanced CD32 version enables the programmers to include more graphics and animation than you could shake a stick at without making the game a nightmarish exercise in disk-swapping.

Set in the last century, as the captain of an ocean-going trading vessel you must hire crew, buy a boat (not necessarily in that order) and sail the seven seas in search of fame and fortune. You start with a limited amount of cash, earning more by buying goods, taking them to a foreign port and selling them for profit.

It isn't easy — the laws of market forces apply, so you won't make a mint ferrying two commodities between two ports. Large consignments might be refused, so it's best to spread your load across several products.

Obviously a pure trader like this won't appeal to everyone, but strategy buffs will love it. Enhancements made possible by the CD32 should make it worth even more than the 83% it got in Issue eight.





MONOPOLY
Supervision

This one's still up in the air; it might arrive on CD32, it might not. Still, let's check it out anyway...

Monopoly is, obviously, a conversion of the Waddington's boardgame. The main difference between it and the computer version is the counters (dog, ship, boot, hat, etc.) which are animated.

Monopoly is very much a social game — will it still be fun on computer? Having a computer-controlled dude land on your Mayfair hotel might not give the same satisfaction as your mate doing it, but only time will tell whether the game cuts the mustard.



THE LOVERS' GUIDE
Supervision

Another one that's 'up in the air', *The Lovers' Guide* uses clips from Andrew Stanways' best-selling video but also includes various 'psychometric tests' to undertake.

The product's to be released on PC CD ROM and Apple Mac, with a possible CD32 release to follow.



SOCCER KID
Krysalis

This won't be out 'till April, but as the floppy version scored a respectable 88% in Issue Eleven, it's probably worth the wait.

Soccer Kid takes a new look at the platformer by introducing a football as a weapon. The eponymous Soccer Kid can boot it at enemies or use it as a trampoline. It takes a while to get used to the controls, but it's well worth the effort in the end.

The CD32 version's to enjoy improved graphics, presentation, animations and a happening soundtrack. Watch this space for a full review, WHEN it's finished.

Previews! Cd!

MICROCOSM
Psygnosis

Now here's an interesting release — *Microcosm* isn't a floppy port at all, but is developed specifically for the CD-32!

The plot owes more than a passing nod to Isaac Asimov's *Fantastic Voyage*. You guide a microscopic submarine injected into a human body, battling your way through the body's defences to reach the brain. You've not been put there to save the host, though — you're working for a big business corporation, and you're inside the president of your biggest rival! On reaching the brain, you're to plant an electrode transmitter allowing your boys to control his every move without his realising it.

The game's technical specifications are incredible. There's over 500Mb of graphic and sound data, 256 colours, scene intros/outros using Silicon Graphic imagery (whatever that is), multi-dimensional craft and figure-modelling (ditto), six areas of the body to explore, multiple-craft-control and an original soundtrack by Rick Wakeman.

Of course, the proof of the pudding's in the playing — Psygnosis promise gameplay every bit as good as the tech-specs, and I for one can't wait to check out that claim.



LIONHEART 5-36
Team 17

No, that's not a typing error — the CD-32 version of *Lionheart's* to be released by Team 17, not Thalion. A killer on floppy, the CD version of the game that out-*Turricans Turrican* looks set to wow the world!

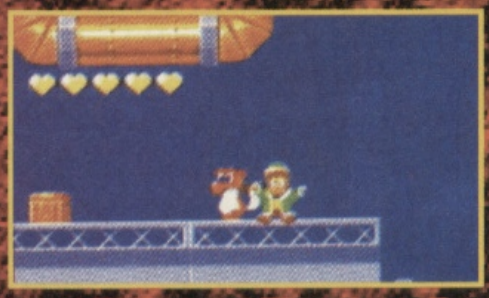
The platform beat-'em-up's hardly the most original of genres — indeed, it's even older than the Amiga. However, *Lionheart's* intelligently thought-out levels, exciting hack-'em-up action and awe-inspiring graphics earned it a rave in Issue five. The CD-32 version should prove even better — with Team 17's track record, who could doubt their ability to pull it off? Fans of the gamestyle should look out for this one — short of a disaster it should be phenomenal!



WOODY'S WORLD
Playbyte

Woody's World scored a less-than-impressive 58% in Issue seven. Our main complaints were that it was unoriginal, jaded and no fun to play.

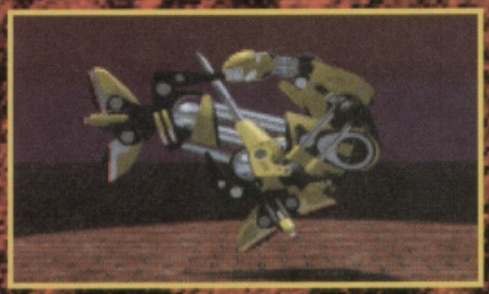
After several months' delay due to its original publisher DMI going bust, *Woody's World* appeared on the Playbyte label and failed to set the world alight (to say the least). It seems a strange choice for a CD port, but maybe the enhanced sound and gameplay promised will lift it out of the average and into Great Game City.



RISE OF THE ROBOTS
Mirage

Another technological marvel, *Rise Of The Robots* pushes back the frontiers of graphic display.

Unlike most beat-'em-ups which use ordinary, everyday sprites and the odd level of parallax, *Rise Of The Robots* employs radical 3D-modelling-software to produce high quality, ray-traced images. Mirage claim a very high degree of interaction too — no *Dragon's Lair*-style 'great graphics, but where's the game' rubbish here. Impressive effects include the morphing of a liquid robot (I wonder where they got that idea from?) and the shattering effects when one explodes.



TIE BREAK
Krysalis

Not too much to say about this one, I'm afraid. It's about tennis, it was originally released by Starbyte (but never in this country) and will also retail for £14.99. That's about it, really...

CAESAR/COHORT 2
Impressions

Caesar's a sort of classical *Sim City* where you plan industrial zones, irrigation, shops, residential blocks etc. and keep your citizenry happy — cheese them off and they move out, leaving you with less tax revenue.

Ironically, despite the game being set in ancient Rome, it actually brings the genre right up to date. The interface and graphics are improved and the game as a whole is a lot more involved.

Problems faced in *Caesar* that didn't arise in *Sim City* are attacks from marauding barbarians — that's where *Cohort II* comes in. Although it functions as a stand-alone wargame, you can also use it to control the battles in *Caesar* rather than let the computer decide the result. Either way, it's dire and not up to *Caesar's* standards at all.

Buy this disk for the excellent *Caesar*, as *Cohort II's* not worth the floppies this version doesn't come on.

CD MAYHEM!

There's more to the CD32 than meets this feature — here's a list of other ace CD games in development...

Adventures In Time	Flair Software
Akira	ICE
Alfred Chicken	Mindscape
Alien Breed 2	Team 17
Amiga CD Football	Plattsoft
B17 Flying Fortress	MicroProse
Battlestorm	Titus
Body Blows 2	Team 17
Biosphere	Electronic Arts
Burning Rubber	Ocean
Chaos Engine	Renegade
Civilisation	MicroProse
Creation	Bullfrog
Dracula	Psygnosis
Formula 1 Grand Prix	MicroProse
Genesis	Flair Software
Gunship 2000	MicroProse
Inferno	Ocean
James Pond 3	Millennium
Jurassic Park	Ocean
Lemmings	Psygnosis
Liberation: Captive 2	Mindscape
Lionheart	Team 17
Li'l Devil	Gremlin
Lotus Trilogy	Gremlin
Magic Carpet	Bullfrog
Man Utd Prem. League Champs	Krysalis
Mortal Kombat	Virgin
Nick Faldo's Golf	Grandslam
Project X	Team 17
Putty	System 3
Putty 2	System 3
Robocod	Millennium
Ruff 'n' Tumble	Renegade
Ryder Cup Golf	Ocean
Sabre Team	Krysalis
Sensible Soccer	Renegade
Sim City	Maxis
Superfrog	Team 17
Surf Ninjas	Team 17
Syndicate	Bullfrog
TFX	Ocean
Theme Park	Bullfrog
Uridium 2	Renegade
Whale's Voyage	Flair Software
Zool	Gremlin
Zool 2	Gremlin

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Reviews!

Rich pickings!



Tip time!

■ **Dive on the springs to gain more height.** ■

■ Mindscape, £25.99

Here's a dilemma — *Alfred Chicken* offers nothing original, and is hardly on the white-hot cutting edge of hi-tech technology. It's also one of the best platformers I've seen in a long time! Why? Because it dispenses with unnecessary frills, concentrating instead on tight, imaginative gameplay — a platformer to impress players, not rival programmers.

The screens, for example, scroll in four ways instead of the usual eight. There's no parallax-scrolling and very few colours, but they're extremely well laid-out so who cares? Each level involves grabbing diamonds (platformers are nearly always about collecting something) and making your way to the exit .

Em, no surprises there, but they're divided into bite-sized pieces that are challenging without being sprawling. You don't get lost playing *Alfred Chicken*. Nor do you come to a sticky end by falling off the foot of the screen — in all the levels I've seen this is impossible, and there are no sudden deaths, either. The enemies and spikes are very cleverly placed, a real hazard if you mess up but no interference if you've the right idea.

ALFRED CI

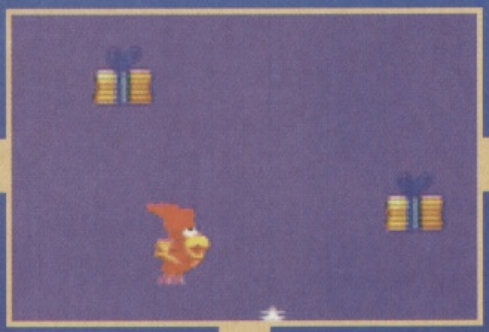
Chris!

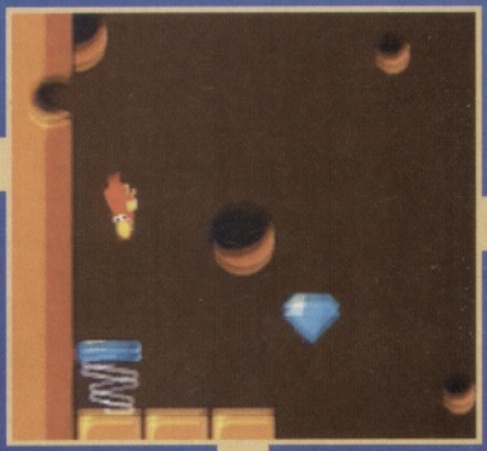
■ When I first saw *Alfred Chicken* I thought 'bleugh — how can they get away with this in 1993?' How wrong I was. Despite its, erm, 'unique' amount of colours and lack of knock-you-dead technical innovations, it's a real joy to play.

Alfred's a tremendous laugh, bobbing and weaving through the levels and generally keeping his pecker up, and the game as a whole is filled with neat touches and clever design.

Despite the lack of continues and level codes, it's not a tricky game — even on your first attempt you should get reasonably far. The generous supply of extra lives keep you going when it gets tough too.

For all its technical failings, *Alfred Chicken* is a fun game. The bite-sized levels are challenging without being frustrating, and the cutesie main character really grabs you. Platform prodigies might find it too easy, but we love it! ■

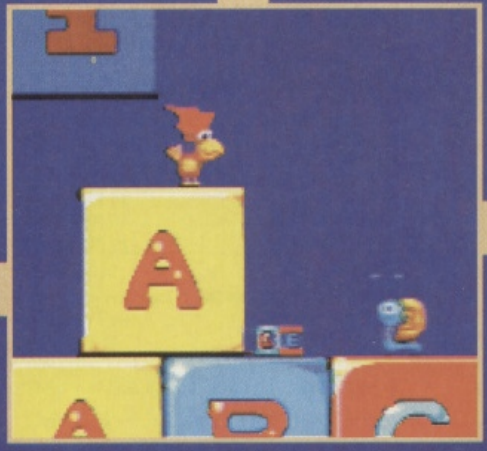




■ **Above: Alfy grabs the gifts in this between-levels sequence — well it is Christmas!**
Below: Feathers fly as a humble mouse blows Alfred wing from wing — at least he didn't chicken out!







There isn't a single device here I've not seen before. The platforms floating along an indicated path are straight from *Mario*, the restart points you earn (in this case by pecking a balloon) are sheer *Sonic*/*Zool*/*Trolls*/ countless others and the rising water stage positively screams *Rainbow Islands*. Again, though, they're extremely well put together — there's always enough going on to sustain interest and nothing looks out of place. There's little worse than a platformer's 'interesting bits' coming across as gimmicks included for their own sake (hello *Doodlebug*), and ol' Alfy's programmers know it.

> "Nothing looks out of place."

Fried Chicken Or Cold Turkey?

A notable exception to the techno-minimalism rule is Alfred himself. He's the best cartoony computer-creation I've seen in many a game and his animation's a stroke of genius! For once, this character actually behaves and acts the part — hatching out of an egg on each new life and waddling around just like the bird that made a celebrity of Colonel Sanders. To claim a restart or flick a switch, he pecks the ground. Alfred can't fly, but when in the air he flaps his wings to slow his descent or aims his pecker at the ground and dive-bombs an enemy or breakable block.

Plummeting from a great height's especially impressive. After falling a certain distance, he turns into an Earthbound rocket; if he falls still further it becomes more streamlined. Best of all, felled foes don't resurrect as soon as you leave the screen.

Alfred Chicken's a technical non-starter but a masterpiece of game design — Alf himself is a joy to behold. The levels are well laid-out, though a few level codes or continues would come in handy. The tune grates after a while, although this doesn't stop it being a fine game.

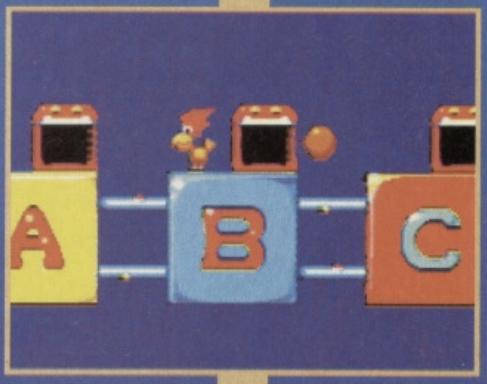
The heart of a good platformer isn't in throwing umpteen colours on the screen or cramming in more devices than you can shake a chicken drumstick at. It's in little things like having restart points near every level exit in case you screw up on the next stage, and the absence of pixel-perfect leaps taking dozens of attempts to master. *Alfred Chicken's* this and more.

Ian!



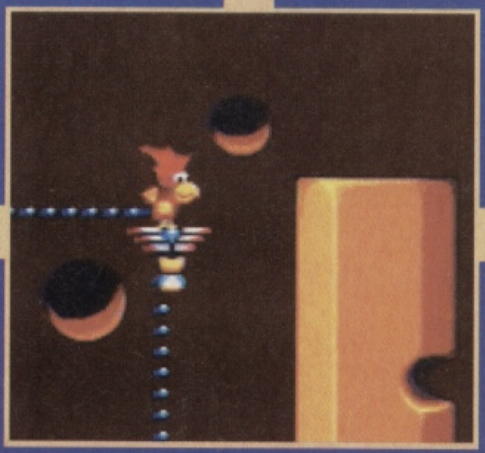


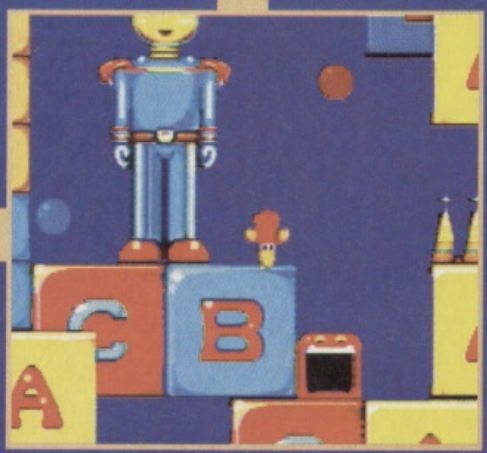
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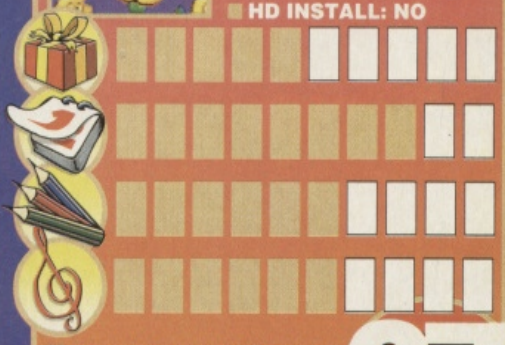




amiga FORCE Rating!

- DEVELOPERS: IN-HOUSE
- DISKS: 1
- PLAYERS: 1
- GENRE: PLATFORM
- 1200 COMPAT: YES
- HD INSTALL: NO





A pristine platformer — no frills but lots of fun.

87

Reviews! Rich pickings!

OVER





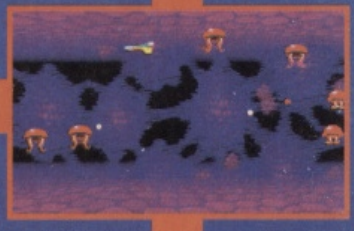


(Below) Keep watching the scanner, you never know what's behind you...
(Right) That's one bowel-buster of a tapeworm!





Tip time! Collect parachuting commandos for a big bonus.







RKILL

Chris! Reviews!

■ Okay, it might not look much at first glance, but *Overkill*'s a deceptively fantastic blaster. The *Defender*-inspired gameplay is top-notch, playing slower than the original (thankfully).

The lack of continues is a pain, as is the absence of in-game music (after all, isn't it named after a Motorhead track?), but if you own an AGA machine it's a breeze. ■











(Above) You don't see set-ups like that on The Sky At Night...
(Left) Blast 'em to bits — kerpow!

■ Mindscape, £25.99

Any of you old fogeys out there remember *Defender*? Brill, wasn't it? Lightning-fast action, scores of baddies and a huge (for those days) 19K of code! Fans of the ageing (geriatric?) Williams' coin-op will feel right at home here — *Overkill* 's a modern-day, AGA-only blast giving more than a passing nod to the big D.

For reasons unspecified, you once again tackle the Alien Empire. Your ultimate goal's their home planet at the centre of the solar system, but (again for reasons unspecified) before going in and kicking serious butt, you first clear all surrounding planets of fœtid foes.

> **"More than just a nostalgia trip"**

The planets orbit the sun in threes — clear all three then move onto the next ring, where the baddies and backgrounds take on a new appearance. After clearing the last planet in each orbit you're faced with a fresh and deadly threat — a wave of larger, tougher baddies taking multiple shots to kill.

'But what', I hear you ask, 'has all this got to do with *Defender*?' Simple — your craft looks and moves just like the one from Williams' rave-from-the-grave. Zipping along the horizontally-scrolling, wrap-around screen at a fair old rate of knots, it also turns on a sixpence and goes back the other way at your command. The scanner above the screen's still there, as are the little dweebs who stand at the foot of the screen.

Unlike *Defender*, though, the humans don't just wave their arms about and wait for an alien to kidnap them. Our extra-terrestrial buddies aren't interested in such trivia, they're after the power crystals letting them create another wave of foes (I thought only mummy and daddy aliens could do that). The humans are actually commandos dropping from the skies with parachutes to blow the crystals to smithereens. When they run out of dynamite they jump unfeasibly high, hoping you catch them so they can reload.

Signs Of The Times...

Overkill 's more than just a nostalgia trip. The presentation's of a standard only dreamed of in *Defender*'s day, the baddies exploding in a blaze of blood when hit and your own craft coming to grief with a similarly impressive bang.

Unfortunately, enemy bullets are often obscured by bits of baddie, but forewarned is forearmed! Power-ups are on offer, such as dual-shots, triple- shots and bombs. Catch them fast and use them wisely — they don't last forever.

The game's a good deal slower than *Defender*, but none the worse for that — its inspiration was often unmanageably fast. The umpteen button-controls have (thankfully) been condensed to just two, the fire-button and Space for shields. Unfortunately, your craft has nowhere near the blasting power of the original and needs a joystick autofire to bring it up to acceptably manic standards.

Though by no means perfect, *Overkill* 's a brilliant game. Don't be fooled by its simplicity; this one grabs you by the wotsits and refuses to let go in a way more complex blasts never can. The learning curve's a treat, the sound effects are snappy and the pre-game heavy metal soundtrack's awe-inspiring. It could do with some in-game muzak and a few continues, but there's an extra life every 25,000 points so you can keep going for quite a while.

This is one shoot-'em-up you shouldn't be without (if you own an AGA machine, that is).

Ian!

amiga FORCE Rating!



■ **DEVELOPERS: DIGISOFT**
■ **DISKS: 2**
■ **PLAYERS: 1-2**
■ **GENRE: SHOOT-'EM-UP**
■ **A1200: AGA REQUIRED**
■ **HD INSTALL: NO**



■ **A sterling effort — let's hope Bloodhouse's *Asteroids*-inspired *Stardust* is as good.**

88%

Reviews!

Rich pickings!

URIDI

Renegade, £25.99

Amiga fans upgrading from Commodore 64s should recognise the title straight away — Andrew Braybrook's *Uridium* was one of the hottest games ever to hit that machine. The monochrome Speccy version was ruined by difficult-to-see sprites, fatal in a fast-paced blaster, but on the C64...

Enough nostalgia. *Uridium 2* drags the game kicking and screaming into the Nineties without losing any of its character and charm. The basic gameplay's the same, your Manta attack-craft blasting the hell out of huge, heavily-armed dreadnoughts — but the newie's smoother, faster and an all-round better blast!

It's high-speed action all the way, the automatic horizontal scroll speeding up when holding the joystick in the direction you're travelling. Slap it the other way and your Manta performs an aerial flip a Red Arrow pilot would be proud of, reversing direction and zooming back the other way.

Manoeuvrability's much improved over the original, your craft turning on a proverbial sixpence and responding to every command without a second's hesitation. You can fly upside down now, too — and still fire while inverted, but enemy craft can't touch you.

> "The emphasis is definitely on speed"

Roving Rebels

Enough about you — what about the enemies? They're polished performers, too.

With Braybrook importing all the original attack waves, nostalgia buffs feel quite at home — he's also added a twist or two. Certain ships now break formation and chase your craft, making them even less predictable than before. The Dreadnought's far from defenceless, with huge forward-firing cannons, raised walls and weaponry ejecting homing mines.

With such hardware on offer, you need all the firepower you can get — watch out for the inevitable power-ups and, if you're really stuck for artillery, bring a computer or human-controlled drone for good measure. The original's alternate two-player mode's also available.

On chewing up a sufficient portion of the Dreadnought, you land on a specific airstrip and have a crack at the reactor-core. You're on your own here with no high-tech Manta to help. Instead, you don a space-suit and tear into the heavily-shielded central globe with a hand-held laser. Blow it away to collect numerous power-ups. This section's extremely inertia-heavy — the core's own gravitational field also draws you in. When you've finished, warp back into your Manta and head for the next Dreadnought...

Blasting Power...

So much for the meat-and-potatoes game description — how does it play? Extremely well, actually! The emphasis is very much on speed, with your highly manoeuvrable Manta ducking and weaving like there's no tomorrow, especially on later levels where raised superstructures hinder flying.

This is no cissy shoot-'em-up where the baddies fly in ultra-predictable patterns, anticipated when familiar with the game. No siree! This one keeps you on your toes right from the word 'go'. Relax for a minute and you're space-dust.

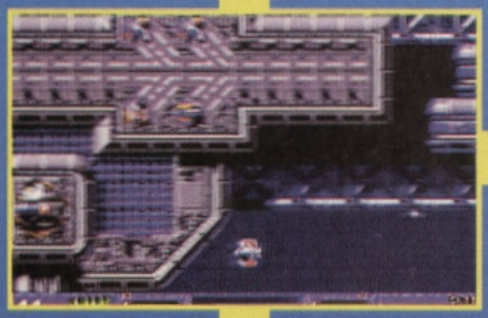
The difficulty curve's based on your performance on the previous Dreadnought — blow it to bits with ease and the next level becomes a whole lot tougher than if you'd struggled with it. Perhaps this is a little harsh. It's good that pucca players are catered for, but without passcodes it's all the harder to reach later levels. Landing your craft after demolishing a Dreadnought's a little tricky, too.

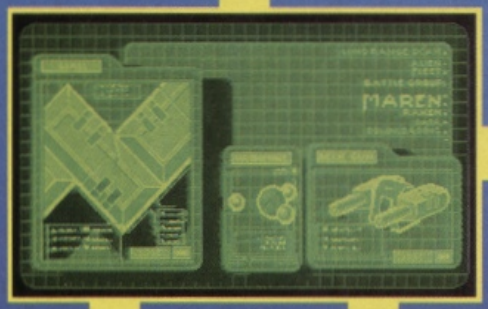
The game's biggest flaw, however, is the between-levels-attack on the enemy reactor-core. The effects of inertia are a real pain, a problem amplified by the horizontal wrap-around screen. The globe's extremely well shielded so there's no real need for this, in any case if you make a run for it if your energy bar looks low — the Dreadnought still explodes.

At the end of the day *Uridium 2*'s an excellent game, but falls just short of being a classic. The satisfaction gained by stripping a Dreadnought of its defences is incredible, and as they get larger and more complicated there's plenty of incentive to carry on. The dodgy reactor-core section pulls it down — why no passcodes or at least, continues? It could do with a few. Apart from these niggles, though, a gas!

Ian!

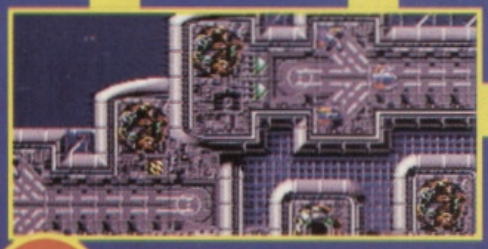




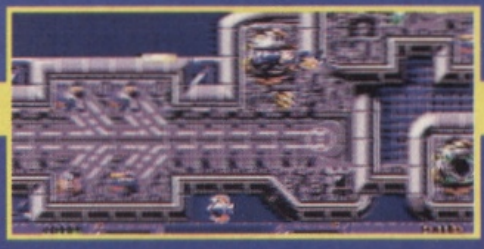




Loud explosions, detailed graphics and stunning speed are the main attractions of *Uridium 2*, not forgetting the ferocious shoot-'em-up action of course!







UM 2

Chris! Reviews!

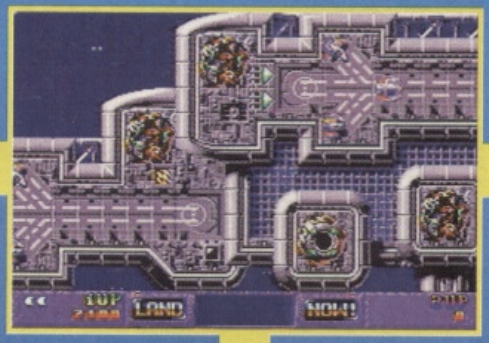
■ On seeing *U2* nostalgia kicked in before I even linked up my joystick. Surely, classics such as Braybrook's original *Uridium* can't be superseded, despite the Amiga's superiority over the C64?

At first glance it's got the lot — sparkling soundtracks, knock-me-down graphics and thrilling gameplay to boot. The speed's awesome, possibly too much so at times (well, maybe that's just me being a wimp!), while there are plenty of power-ups to collect, counteracting the oncoming aliens.

The challenges evident in the original *Uridium* have been retained — the alien formations always seem to have a trick or two up their sleeves, and having to land at the end of each level isn't always as easy as it first seems.

If you don't know what the fuss is about, you should definitely get a look at this as soon as you can. Fans of the original may feel there's not enough in the way of additions. Even so, it's still one of the best shoot-'em-ups seen over the last year. ■

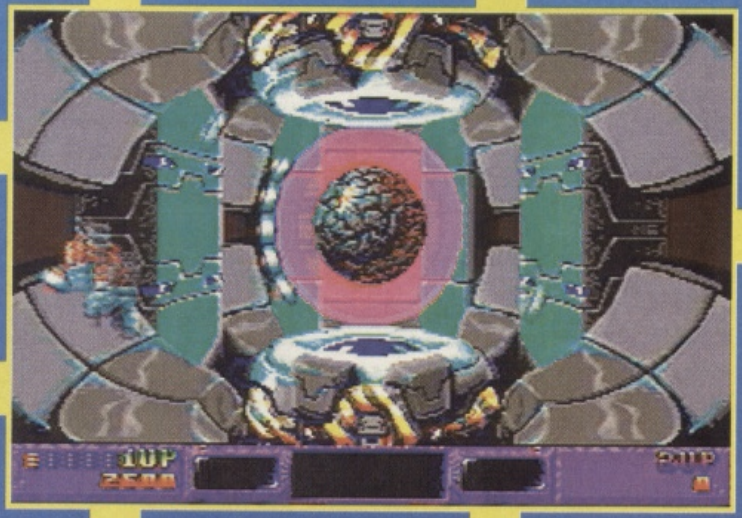


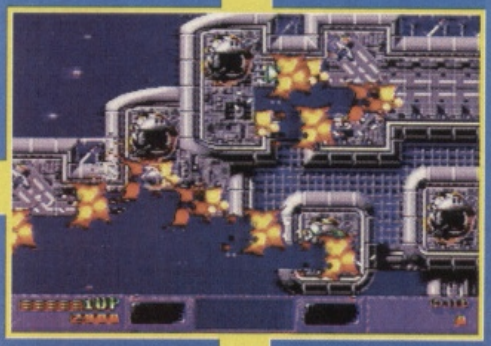


Tip time!

■ Demolish entire waves of enemies for a power-up. ■

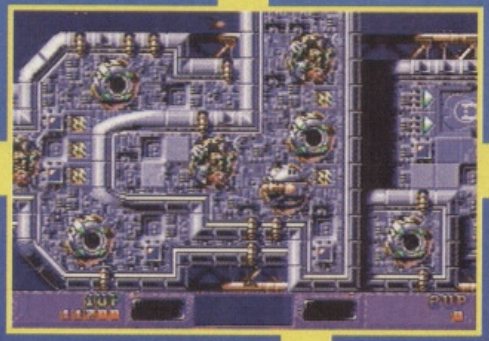


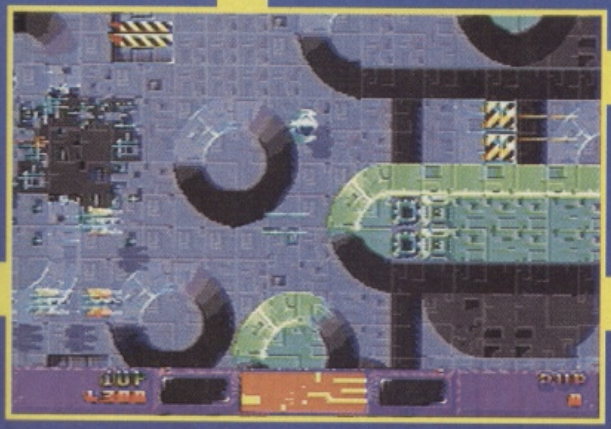




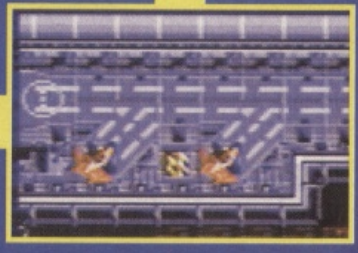
After safely landing, all hell is let loose and the ship explodes!







Further into *Uridium 2*, the ships get bigger and badder, with more aliens and obstacles in your way.



amiga FORCE Rating!

■ DEVELOPER: ANDREW BRAYBROOK



■ DISKS: 2
■ PLAYERS: 1-2
■ GENRE: SHOOT-'EM-UP
■ A1200 COMPAT: YES
■ HD INSTALL: NO

■ It won't set the world alight like its predecessor, but still a great game.

79%

Reviews!

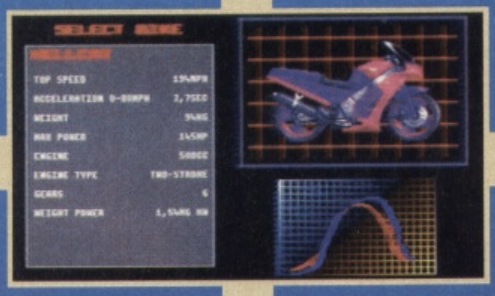
Rich pickings!







Just sit back and watch all that lovely scenery go screaming past.



Ian!

■ Although limited in scope and appeal, *Prime Mover*'s a fair old two-wheeled thriller in its own right. The feeling of speed's exemplary and not being able to take a corner in top gear makes a welcome change.

However, limited tracks and competitors reduce the game's lastability. *RVF Honda* corners the realistic end of the market, fellow budget-buddy, *Super Hang-On*, holds its own as a pure arcade game and Thalion's *No Second Prize* reaches the nadir in full-price simulations. In such a competitive arena, how can *Prime Mover* find a niche?

A rather brave attempt, but ultimately limited in scope. ■

PRIME MOVER

■ Psygnosis, £25.99

High-speed thrills, the crack of leg against concrete, the feel of sweaty leather nudging the body... motorcycle-racing's a bizarre thing. *Prime Mover* from Psygnosis takes a more serious angle than most, plunging you boots-first into the world of the two-wheeled Grand Prix.

After the rigmarole of entering your personal statistics (name, age, weight etc.), you select your machine and study the next track's layout. The various bikes are either particularly fast or have great acceleration; choosing the balance suiting you most is paramount to success.

It's here the tactics stop and the action begins with vengeance. *Prime Mover*'s very much an arcade-style game — despite its riders' points and league table, the realism is negligible.

Speed and cornering are well handled, conveying the excitement of the hell-for-leather velocity of motorcycle-racing, but you won't catch these riders falling from machine, no matter their speed on colliding with stationary obstacles.

> "Very much an arcade-style game"

Mover on up...

Control's straightforward, as is the rest of the game. Push up to accelerate, down to brake and fire to change gear, either up or down depending on joystick-direction held. Switching down a gear without braking at the same time's pretty tricky — you often find yourself drawing to a near-standstill when attempting to go down a gear or two to heighten acceleration. A mite frustrating as I'm sure you agree!

Another feature detracting from the realism is a limited number of only seven riders, though this doesn't make finishing in first position a doddle. Third or fourth isn't too tricky, but that elusive first place takes some working at. The problem with just having seven riders is the back markers; even on the first lap you find them in front of you, something that ruined the authenticity of early race games (*Revs* springs to mind), and is, quite honestly, unnecessary.

All around the world

On offer are 12 different tracks from the USA to Australia, each lending a few cosmetic embellishments. The lights of the big city surround the track in North America, while fog (what else?) greets you in England.

The graphics are smooth and fairly authentic with small dips and rises in the track adding to the realism. The backgrounds, too, are well presented, scrolling in front as you negotiate corners and bends.

At the end of each race, two tables are displayed, the first showing finishing positions and points of the seven riders and the second, the overall picture of the world championship positions.

From a broad perspective, *Prime Mover* 's a decent race game, offering fun if slightly limited, rough-riding drama. However, with so many equally-good budget games out there, it's also overpriced.

Chris!

■ Drop down a few gears when sliding into corners — the added revs should lower your speed and take you through the corner unscathed. ■

Tip time

amiga FORCE Rating!



■ DEVELOPERS: IN-HOUSE
■ DISKS: 2
■ PLAYERS: 1
■ GENRE: RACING
■ 1200 COMPAT: YES
■ HD INSTALL: NO

■ Full of pace and race, but lacking in depth.

70

WONDER DOG



Tip time!

On the first level, go up the second tree then jump to the platform on the left. Leap up and you enter a secret room.

Core Design, £25.99

Platform games strike back with Core Design's latest offering, *Wonder Dog*. One of the first games ported from the Sega Mega Drive, this introduces the antics of the clumsy canine who has to battle through seven worlds and numerous levels to prevent the evil General Von Ruffbone and his dog-troopers from taking over the galaxy.

Wonder Dog's a determined little pup, rushing headlong into meadows and scrapyards, battling all manner of beasties — giant crows, prancing foxes, bunny rabbits and overgrown scarecrows, not to mention dog-troopers who make their presence very well known.

Wonder Dog's skills are many and varied. Grabbing a pair of wings allows him to use his ears to float gently down to terra-firma, and he can also run at objects, ducking at the last minute to slide under them. His main weapons are stars which he throws towards enemies — later on, most foes require a few direct hits before they're felled.

There's a fair splattering of bonus levels and secret rooms you need to take advantage of. Most contain gems or bones, both adding to your score.

> "A fair splattering of bonus levels"

Paws for thought

As you progress, more obstacles and enemies are revealed. WD starts off in the meadows where one of his biggest threats is small fluffy rabbits. It seems no matter what the perceived danger, all foes inflict the same damage! From there, there are things like bouncing tyres and spikes to negotiate, along with beds you have to bounce on.

Wonder Dog's very well put together with decent graphics and equally impressive music. Our favourite's definitely the Scrapyard world, complete with alley cats, strutting vultures as well as great cartoon-style graphics.

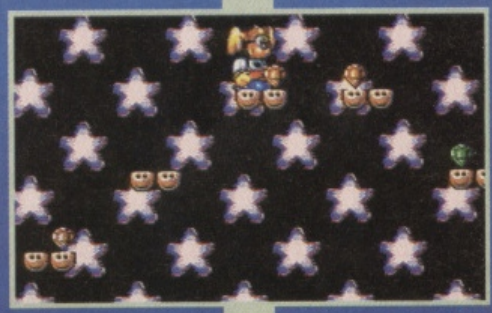
Wonder Dog himself's a cool-looking hero — check out his facial expression as he runs along! All the sprites are well animated too, giving this a very polished feel.

While not a classic platform game, *Wonder Dog*'s a decent enough romp that pleases if not intrigues.

Mark!



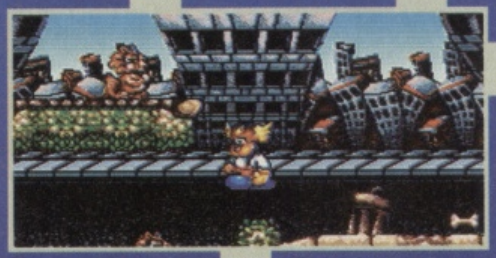
Wonder Dog is full of facial expressions and idiosyncrasies — a bit like our tips boy really, only WD doesn't sulk as much.











Up, up and away! Wonder Dog takes to the skies as he negotiates the 'horrors' of the Scrapyard level, alley cats, bones and all.



Ian!

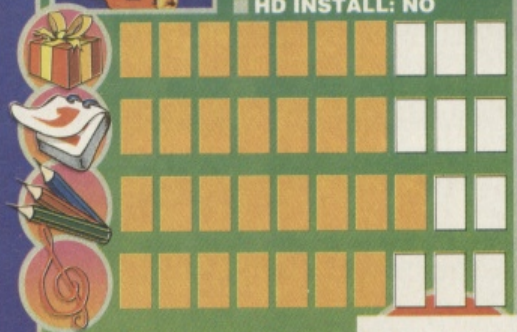
Cartridge based consoles aren't my favourite things — too limiting if you ask me. Therefore, I wasn't too impressed with the idea of *Wonder Dog*, which has been ported across from the Sega Mega Drive.

To be fair, this isn't that bad, quite playable for a platform game. Wonder Dog doesn't look the part at first, although, once he gets going, he does so with a determined look about him! There's not enough depth, though, and it's not exactly difficult either. Still, if platformers are your thing, WD may be for you.

amiga FORCE Rating!

- DEVELOPERS: VICTOR MUSIC IND.
- DISKS: 2
- PLAYERS: 1
- GENRE: PLATFORM
- 1200 COMPAT: YES
- HD INSTALL: NO





A fair platform game but somewhat short of being a real classic.

75%

Reviews!

Rich pickings!

SIM LIFE

Mindscape
£34.99



From the tamer side of God games such as *Populous* to the complexities of *Sim Ant*, life-simulations have carved a large niche in the Amiga market. *Sim Life*, by name alone, infers it's taking the whole genre one step further — no longer are you controlling just a civilisation or a world, *Sim Life* allows you to mould, build and create to your heart's content!

Just flicking through the enclosed manuals is a challenge; there's no jumping in at the deep end here. Thankfully, there's an extensive in-game tutorial taking you through the basics, icons, menus and all.

There's no one idea in *Sim Life* — this is a true simulation, and, while there are scenarios seeing you combating the problems of famines, gluttonous meat eaters and even the death of the dinosaur, the emphasis is on experimentation. Change the laws of physics, mutate genes (hopefully, you won't end up with something resembling Ian Osborne), create and crush mountains, introduce new animal and plant species and cause the odd disaster, all in a single day. Yours is an ecosystem to control, and you had better be damn responsible otherwise a Pandora's Box of troubles and strife will be thrown open!

> "Not for the casual user"

Get a Life!

Sim Life's complex to the Nth degree, and genuinely takes days of hard work just to scratch the surface. Imagine starting with a clean slate, nothing but a globe. From there, you decide the strength of mountains, rivers, blockades, average temperatures, food sources, toxins and weather variation, all of which alter and transform your globe into a habitable (or not, as the case may be) world.

You don't just populate this world; you literally decide on the structure of the creatures and plants you want to make up the population. It's here evolution kicks in and your task as a god-like biologist steps up a gear. Who's eating who? Does the number of carnivores outweigh your plant-eaters, therefore creating havoc? Can anything even survive on your world? Before you know it (the game doesn't take too long to make things happen), amphibians sprout wings, males outnumber females, genes play up and your good intentions fly out the window.

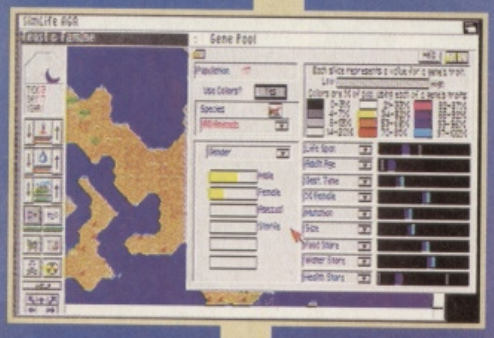
Undoubtedly, a vast amount of time and effort has been put into creating *Sim Life*, and, to an extent, it works. It's user-friendly, with useful help keys dotted about all over the place, and the results of your labour are there for all to see — there's even a history chart, amongst others, detailing recent events along with those in the distant past.

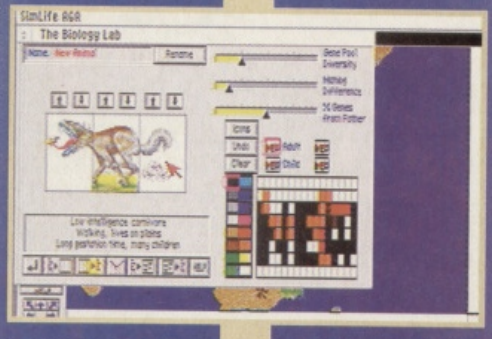
Let's not fool ourselves, though — even if you found the more 'arcadey' sim games such as *Sim City* and *Populous* to your liking, you'll probably still find this somewhat heavy going. Lastability's ensured if only because of the endless hours of learning required, yet the feel's very different, with leanings towards the serious side of games. One flaw lies in the presentation. The text is all-important, especially when trying to get to grips with the finer sides of the population, yet the display's minuscule, requiring you to get closer to the screen than is probably healthy! On top of that, details of the various animals and plants at the foot of the screen are decidedly tiny, basically meaning the game becomes more of a chore than is necessary. Those with the latest 30" screens will be fine; for us low-tech players with 14" monitors, the presentation problem's evident and quite unavoidable.

A small quibble, perhaps, in the overall scheme of things. *Sim Life's* certainly not everybody's cup of tea — in fear of repeating ourselves, this is as far removed from *Sim City* as *Sensible Soccer* is from *Premier Manager*. The same genre, yet a more lengthy, involved and complex approach. If you revel in these games then *Sim Life's* undoubtedly a winner, but this is certainly not for the casual user.

Tip time!

A bit obvious really, but the tutorial's invaluable, and needs to be played through. If you're pretty familiar with such games then it's very easy to flick through it at a pace of knots, even missing out the first section altogether.







Ian!

It was with some trepidation I loaded *Sim Life*.

Unfortunately, my visions of endless reams of text, charts and menus were all-too accurate. There isn't really a lot of gameplaying in *Sim Life* — here you control events right down to the gene make-up of creatures and plants inhabiting your world, which can get a little tedious.

Not really for me, I'm afraid — even hard-core strategists should delve into the realms of *Sim Life* with caution. Like Maxis' previous offering *Sim Earth*, it's too slow to be fun.

Mark!

amiga FORCE Rating!



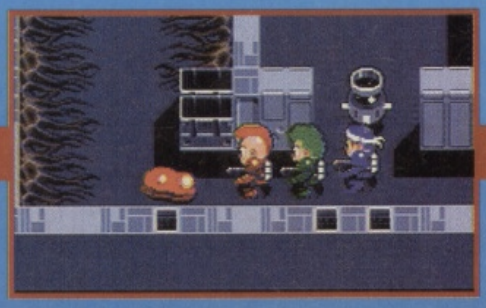
- DEVELOPERS: MAXIS
- DISKS: 4
- PLAYERS: 1
- GENRE: SIM
- A1200: AGA REQUIRED
- HD INSTALL: YES



Not exactly the be-all and end-all, but an intricate sim all the same.

81







CYBERPUNKS

Core Design, £25.99

Okay guys, here's your brief. With the 501st Cyber Assault Squad, members being Raa, Bee and Gee (oh dear — Ed), you have to battle through five different missions, restoring order to the galaxy and becoming interplanetary heroes to boot. Not a job for the feint-hearted!

Cyberpunks is a multi-directional find-and-destroy game, in which you lead your assault squad through various levels kitted out with all kinds of hi-tech gadgetry, not to mention aliens and the like.

Your team leader's Raa, who, with his dual-blend mohican and heavy artillery, has one attitude on him! The others, Bee and Gee (I feel a song coming on...), follow in his footsteps, firing on command. All in a cutesie kind of way, of course.

Each of the stages has to be completed within a certain time limit, with your goals ranging from destroying a mutant life-form on an asteroid to rescuing a top scientist. Along the way, you need to collect disks used in the computer to access information about the level you're on via blueprints, as well as opening all the doors and using the holograph-projector.

> "Not a job for the feint-hearted"

You win again

Whoops — nearly gave away my secret *Bee Gee* fascination there. Anyway, the three Cyberpunks are versatile lads — not only are they adept at using the computers, they can also collect various weaponry on their travels, progressing from the basic machine-guns through to butt-kicking ripple-lasers. Not bad for a group of guys looking like rejects from the Chipmunk cartoons.

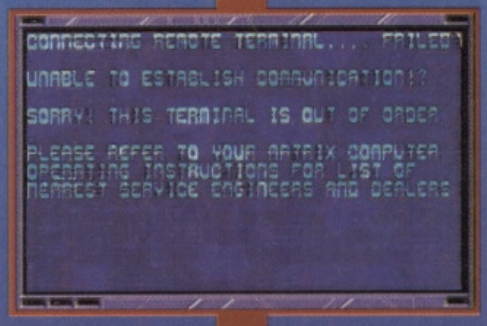
Finishing a level's a matter of collecting the right items, utilising paraphernalia (from disks to medical kits), beating up the right aliens (in most cases, that means all of them) and making your way to the exit lift. Not exactly gripping stuff, but fairly frenetic all the same.

The end of a stage sees a more dramatic challenge as you attempt to complete the mission and fly off in glory, only to be faced by a bigger and badder threat next time.

Having three characters in the central role's a good idea, with each one able to carry and use the various gadgets you come across. Another novel idea allows you to have Bee and Gee firing in the same direction as Raa or in the direction they're facing, effectively allowing you to cover your back at all times.

Cyberpunk's an interesting little game, with enough going on to keep you coming back for more. Too cutesie for my liking, though.





Ian! ■ It's only the fact that Sensible's *Cannon Fodder* isn't out yet that's stopping me calling this a clone — I hope it was in development before the previews and demos rolled in!

I can't say I was terribly impressed by this one. The graphics are cute and cuddly enough, but show little appreciation of perspective, and at the end of the day it all seems a little flat and lifeless. Our guest man, Smith, is right (for once) when he says there are a few good ideas in there, it's just a shame they didn't do more with 'em. Ho hum! ■

Mark!





Tip time! ■ On starting, switch your gunmen to 'free', allowing you to fire in more than one direction at once. When fighting the larger aliens, it's a good idea to have them all firing in the same direction, though. ■

amiga FORCE Rating!



- DEVELOPERS: IN-HOUSE
- DISKS: 1
- PLAYERS: 1
- GENRE: ACTION
- 1200 COMPAT: YES
- HD INSTALL: NO

■ A few nice ideas, but tends to get repetitive.

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Reviews!

Rich pickings!

LIVERPOOL

Grandslam £TBA

Liverpool — supposedly the finest club in British footballing history. I'd go for the Arsenal myself — who could ever forget Michael Thomas' goal in the dying seconds of the 88/89 season's final match?

By and large, footy games centred around clubs haven't proved too successful a formula in the past. The *Man United* games aren't that hot, while the *Arsenal* game's been years in the making and it's still not here!

The basis of *Liverpool* sees you guiding the club back to the top, with both a full season and the FA Cup included. Team selection's your responsibility, with a full squad to choose from. Each player has abilities marked in percentage ratings, from strength to skill, with 20 players available in total.



> "A few basic flaws let the game down."

Walk On...

The play's viewed from behind, stick-men representing the players. Okay, maybe that's a bit harsh, but they certainly don't look like professional footballers! The goalkeeper stands literally between the sticks — there's no net, just goalposts and a crossbar. The 'keepers are also somewhat erratic, just like Brucie really, letting in the softest of shots but saving the corkers.

Controlling the players is pretty simple, although a few basic flaws let the game down. Passing's a complex affair — you always seem to boot the ball downfield, followed by a mad rush to reach it. Hardly the Liverpool of old (possibly the Nineties version, though).

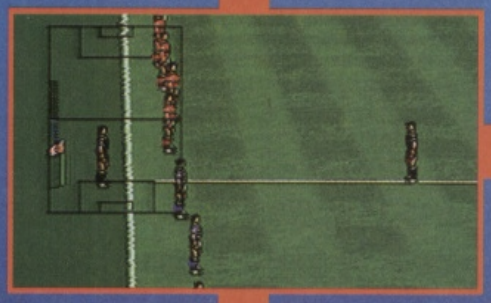
With Hope In...

Yellow or red cards follow every single foul, while, when you score a goal, the screen flicks back to the centre-circle before you get the chance to see the ball cross the line. You aren't even told who scored the goal.

Probably the worst part of the game's the artificial intelligence, or lack of it; the players simply move into pre-arranged positions and stand still until the ball's within a few inches. Not exactly the sort of quality that we're used to in the recent football simulations, nor is it very representative of the real thing.

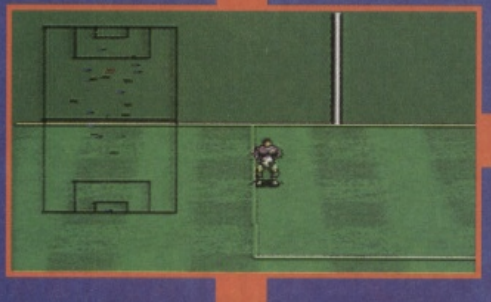
Liverpool's a nice concept but very poorly executed. Despite the impressive range of options, it really doesn't compete with the likes of *Goal* or *Sensible*. Even Liverpool fans will be disappointed.

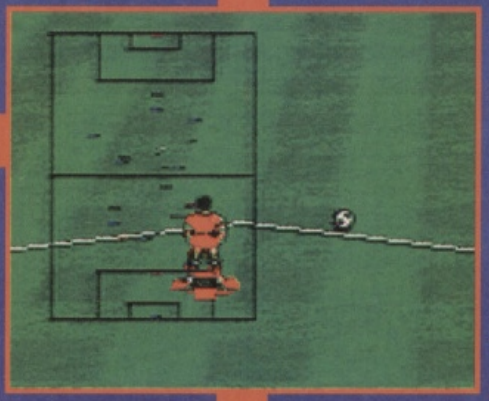
Mark!

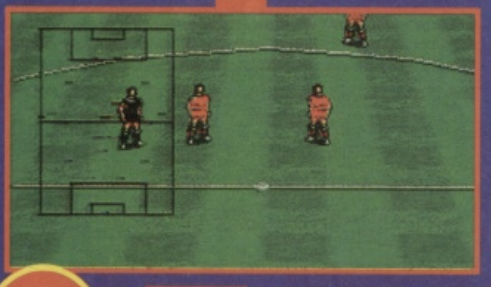












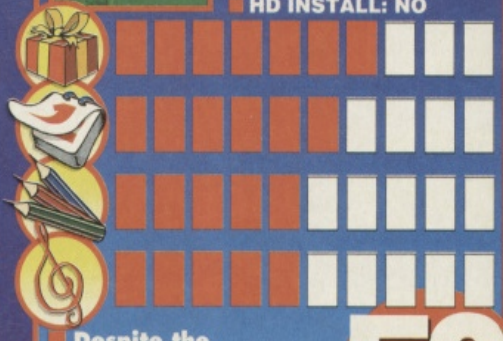
All of the features are included, from throw-ins to free kicks and penalties. Pity about the game, though!

amiga FORCE Rating!

DEVELOPERS: ARCON/GRANDSLAM



DISKS: 2
PLAYERS: 2
GENRE: FOOTY-SIM
1200 COMPAT: YES
HD INSTALL: NO



Despite the endorsement, this is hardly Premier League stuff.

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Tip time!

Try running up the wings — the computer-players have a hard time tackling you, so you can take the ball the whole distance!

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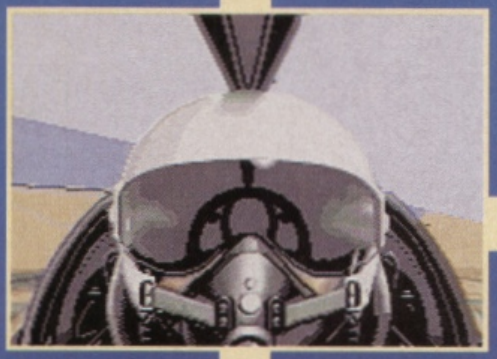
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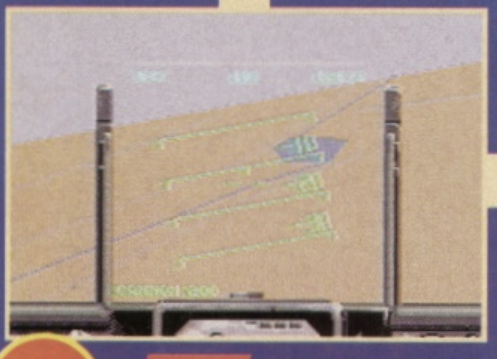
Reviews!

Rich pickings!









MicroProse, £34.99

Oh dear! This month saw the release of two games I've been looking forward to for ages — and they're both crap! *Space Hulk* (reviewed over the page) was first to disappoint, and now...

Let's start at the beginning. *Dogfight* 's the latest aeroplane-outing from MicroProse, but it's not a flight-sim as such. Instead of taking off, flying into enemy territory, doing whatever it is you're meant to, returning to your home airbase and landing, the genre's been stripped to the bare bones. The game covers only one small part of a fighter pilot's brief (if you're wondering what that is, note the subtle hint in the title).

Dogfight's divided into three sections: Duel Mode (two contemporary planes engaged in combat), Missions (small-scale scenarios from the time-periods used in the duels) and What If, offering the chance of fighting one or more planes from any historic conflict available, in a plane of your choice.

Ever wonder how a WWI Sopwith Camel would cope with a Mirage from the Falklands War or a 1950s Sabre jet? Now you can find out (after a fashion). There are 12 aircraft in all, so to make life easier, the big 'M' removed most of the keyboard-controls associated with flight- sims and (as far as possible) standardised the control and head-up displays.

Fight Or Flight?

It's great to see someone taking a new look at the flight-sim genre, but *Dogfight* fails on almost every level. It's too slow and tedious for the hardened arcade-zapper and lacks the depth demanded by dedicated flight-simmers. You start in the air with no option to take off from a runway. Although you can choose your starting positions (behind enemy, bounce from above, random, etc), with no radar on offer it's very easy to lose track of your foe. The flight model has a dull, lifeless feel to it and there's little variation in the way the planes handle — an 80mph biplane feels alarmingly similar to an ultra-modern Fighting Falcon. All depend heavily on machine guns, though missiles (but not the chance to choose them) are available on the more modern machines.

> "Dogfight fails on almost every level."

Dogfight's most major malady, however, is it gives no real feeling of flight. The ground's flat and featureless, using a contour grid to give the illusion of movement, and no matter where you choose to fight your foe it always looks the same. The update's sluggish and the graphics are featureless and washed-out. Worst of all, the bland outside views often demand disk-accessing, slowing the game further and making it tiresome to look over your shoulder for the enemy. Indeed, the game bears all the hallmarks of a PC port — if this is what happened, it's a major step in the wrong direction for MicroProse. *Gunship 2000* was completely rewritten for its Amiga release and that scored 96%!

It's difficult to see who *Dogfight* 's aimed at. It's too slow for arcadesters, too shallow for sim fans and its sluggish update means it isn't even any good for practising dogfighting skills. Also, the lack of a two-player serial link option is unforgivable.

Ian!

DOGFIGHT



Tip time!

Keep looking over your shoulder. I know it's tedious because of the disk-accessing, but it's also very important.

Mark!

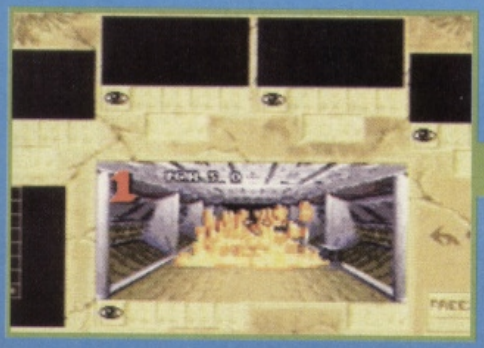
Despite Ian's excitement when *Dogfight* arrived, I remained pretty unimpressed by the whole deal — and rightly so. It's simply too damn slow for my liking; there's not enough 'oomph', and far too much disk-accessing than deemed healthy. You can't beat a good flight-sim but you can sure beat *Dogfight*!

amiga FORCE Rating!

- DEVELOPERS: IN-HOUSE
- DISKS: 3
- PLAYERS: 1
- GENRE: FLIGHT-SIM
- A1200 COMPAT: YES
- HD INSTALL: YES

A rare dud from MicroProse – not up to their usual standard at all.

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SPACE HULK

Electronic Arts, £24.99

Strange plot. The genestealers (a Geiger-inspired alien race) are infesting Earth-bound wrecks of derelict spacecraft (the eponymous space hulks). They must be stopped, and the Space Marines are the only guys to do it. Fair enough, but why board the hulks and kick ass with hand weapons? Why not blast them with a few hi-tech homing missiles from the safety of outer space? Perhaps their quasi-religious code of honour won't let them do things the easy way...

Unfortunately their lack of intelligence isn't limited to the plot, but more of that later. You control a squad of five terminators (as they like to be called). A bog-standard RPG-view gives an own-eye perspective whereby you can only move one terminator at a time, or you can flick to an overhead view and move them *en masse* (but not fire).

> **"A lot of frustration... for little reward"**

You've a limited amount of 'freeze-time' to give movement orders, which are carried out when you return to real-time. The genestealers move faster than you and are highly intelligent, so watch out for rear and flank attacks.

The basic game concept's excellent, a sort of real-time *Space Crusade* with a different perspective. The graphics are moody and atmospheric (though the main own-view window's a little small) and the music's bloomin' amazing.

So where did it all go wrong? Well for starters, controlling five men (or ten in two-squad missions) in real-time demands an advanced state of schizophrenia. Sure you can order 'em around in freeze-time, but the enemies move so bloomin' fast they're often on top of you before you can say 'AAARGH!' They rip you apart in seconds too.

You're Fired...

The troops can fire on their own initiative, but they're not very good at it. Even more alarmingly, they seem incapable of turning to face an oncoming enemy. By the time you've selected the terminator under attack and turned him around, he's dead.

You then select the guy behind him by hitting the correct function key, and the main window changes to his viewpoint, just in time to watch him die. You can lose an entire squad while grubbing for the buttons.

Even when you've got the hang of it, there's little incentive to go on. The hulks are dominated by narrow corridors, forcing the troops to walk in single file and limiting the strategy element horrendously. There don't seem to be any enemies other than genestealers, either. Come on folks, how about a bit of variety here? Flicking from freeze to real-time makes it very stop-starty too.

Space Hulk has all the trappings of a great game, but seems dramatically under-playtested. There are a number of ways it could be improved. You could control less troops, make them more resilient to enemy attack, slow down the genestealers or even do away with the real-time approach all together. As it stands, though, it's a lot of frustration and disk-swapping for very little reward.

Ian!

Mark!

The hype surrounding *Space Hulk* gave us high expectations, but we came away thoroughly disappointed.

Where did it go wrong? The *Warhammer* process works well on paper, but, in this computer game, it falls flat on its pixelated face. Real-time is all well and good, but not when it's badly implemented. Here it just adds to the frustration because the set-up fails to impress.

For example, when a genestealer attacks your squadron from the side, you have to reach for the clumsy controls to face him rather that the computer turning you automatically. A small point, yes, but very representative of the overall feel of the game.

It could've been a goodie, but as it stands it, erm, isn't. The game's dogged by fatal flaws that should've been picked up during playtesting and will quickly reside in the back of the cupboard, I'm afraid.

amiga FORCE Rating!

DEVELOPERS: GDW & EA



DISKS: 3
PLAYERS: 1
GENRE: STRATEGY
1200 COMPAT: YES
HD INSTALL: NO

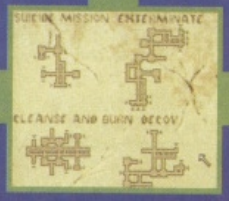
A promising game let down by silly flaws. Not Electronic Arts' finest hour.

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Use the flame thrower to block off corridors (but make sure you don't have to go down 'em first!)

Tip time!







Reviews!

Rich pickings!

TURRICAN 3

Renegade, £25.99

Turrican's a gaming legend. In the three years since the first *Turrican* outing hit the Amiga, he's never been short of celeb engagements. Opening shops, listing winners at award ceremonies, making guest appearances on breakfast TV... you name it, he's done it.

Then the inevitable happened. The unfeasibly evil Empire returned, and once more the powers-that-be tried to get rid of him, sending him into battle alone. Alas, he won and returned to a ticker-tape welcome and appearances on chat shows, TV quizzes and even *This Is Your Life*.

All was well for a few years, but the sequel reared its ugly head once more. Again Turrican bravely batters the baddies across five non-stop action levels, each divided into three separate stages.

> "Do we really need another Turrican game?"

Turri-Can It, Creep

Maybe I'm cynical, but do we really need another *Turrican* game? For my money there's very little to set this effort aside from its predecessor. For example, the outsized weapon's still there, again firing in umpteen different ways. A little inspired joystick-juggling has you leaping across platforms, blasting seven shades of shoe polish out of the aliens and even turning into a mine-dropping cartwheel. In a rare splash of innovation they also add a harpoon-thingie for latching onto platforms and swinging to previously impossible-to-reach places, *Batman-The Movie* style.

Shooting a chest reveals power-ups including gun-changing lasers, rebounders or wide-angled scatter shots. Picking up a weapon you're using increases its power in stages — grab a different gun for a swap. Other grabable goodies take in health to restore your energy bar, and extra lives and shields for temporary invulnerability.

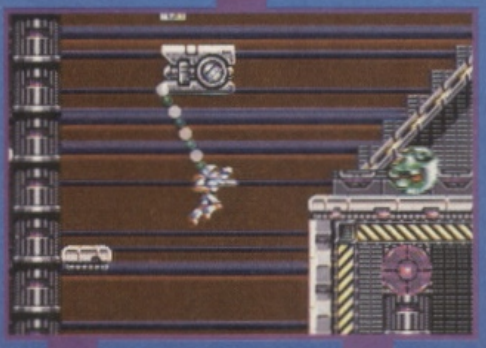
The gameplay's standard *Turrican*, platform baddie-blasting. A few extra enemies are added, making the game more frantic, but apart from that it's just 'more of the same'. I've never liked shoot-'em-ups using energy bars, either. They're okay in beat-'em-ups as you fall over (or at least visibly wince) when hit, but for me walking into a baddie and not dying strips the game of its immediacy.

Turrican 3's short-lived energy and its visual and sonic effects mean this isn't as big a bugbear as in the previous offerings, but it's still annoying. Some of the levels sprawl a bit, too, with more than their fair share of unseen deaths and awkward need-the-harpoon bits — very annoying when you're up against the clock.

On the plus side, the graphics are cool (though, again, derivative — if I see one more Alien-inspired sprite I'll scream) and the action's fast and furious. It's really a missed opportunity, though. We expect more from a sequel than a straight rehash of old ideas. Not bad, but of little use if you've already got one of the earlier games.

Ian!

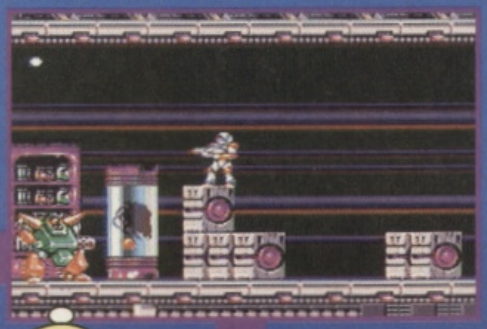






(Above) Well I'm the king of the swingers, a jungle VIP...

(Left) With hair like that she looks like a young Phillis Pearce.



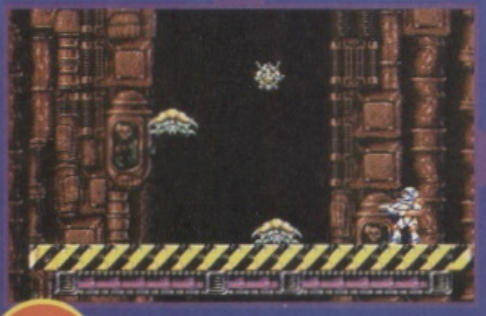
Chris!

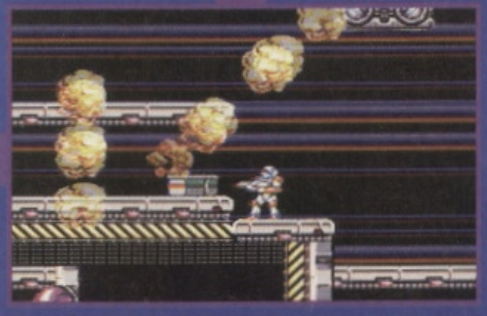
Hmm... this isn't a bad game in its own right, but it's more of a slight tweaking than a sequel. *Turrican 3* offers little in the way of innovation or originality.

A lot of water's passed under the bridge since *Turrican* first hit the shelves. Look at Thalion's *Lionheart*, for example — a change of scene and a batch of new ideas and you've got the true *Turrican* for the ninties. This effort's just a rehash of old ideas — for die-hard fans only.

Tip time! Spend some time getting used to the joystick controls!







amiga FORCE Rating!



- DEVELOPERS: FACTOR FIVE
- DISKS: 1
- PLAYERS: 1
- GENRE: SHOOT-'EM UP
- 1200 COMPAT: YES
- HD INSTALL: NO

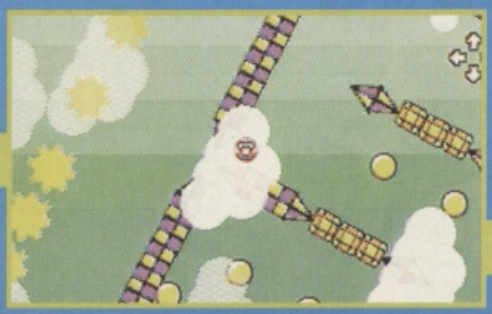
Interesting enough in a seen-it-all-before sort of way, but no more.

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Chris!

This reminds me of those old games you find in back-street arcades, not only in design but also in long-term appeal.

I soon tired of Bob's incessant rolling; there's little more to the game than flinging him from one side of the room to the other. The mazes fail to really tease or challenge, with nothing to keep you glued to the screen after the first ten levels. It certainly didn't do much for me!



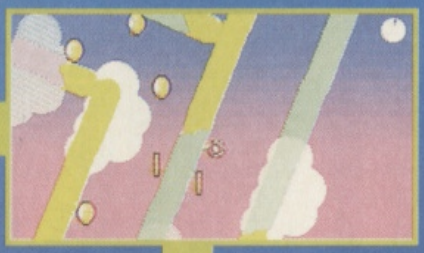
Tip time!

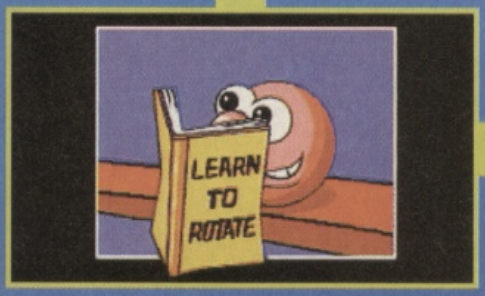
Try this password for Level 20: VDPEFWNG

Bounce against the yellow blocks to smash them out of your path. It's a bit tricky but vital if you want to negotiate the level.

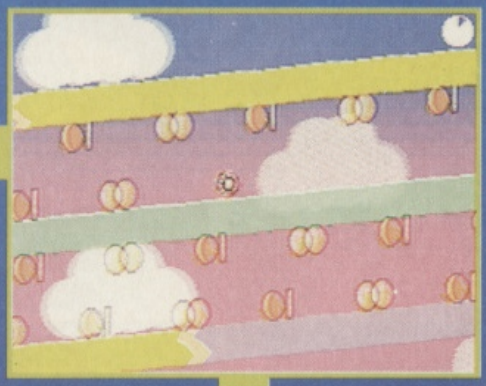
BOB'S BAD DAY











Psygnosis, £25.99

Seen the bonus level in *Sonic The Hedgehog* where our blue-spiked buddy curls into a ball, bouncing round a revolving maze, collecting rings? Well, this game's just like that. The blue mammal's replaced by a decapitated head, the rings are coins and a few extra devices added — but the gameplay remains the same!

The game's set in a viewed-from-above maze looking like it's made from psychedelic lolly-sticks (for the first few levels at least). You've little control over the main sprite, instead you govern his movements by rotating the maze, the effects of gravity pulling Bob downwards. Twist it slowly and he gently rolls down the newly-created slope; turn it upside down and he falls through the air. Hitting the fire button makes him bounce on the spot!

> "You've little control over the sprite"

Needless to say, the mazes get increasingly complicated as you progress. They also throw in help-or-hinder-devices, including spikes costing a couple of coins (lose 'em all and it's 'game over'), extra bounce, and arrows changing the direction of gravity — instead of falling down you fall up, right or left! The arrows are far too prolific on the early levels, making controlled play almost impossible. They also encourage throwing the joystick around at random. Thankfully, this settles down later on, making a challenge rather than a chore. Later still, yet more collectables appear, like aggression-enhancers allowing you to smash through certain coin-sapping spikes, a control-nobbler preventing you making certain joystick movements and even a teleporter.

A-maze-ing Antics...

Thankfully, Psygnosis include a password system taking you straight to any of the game's 100 levels. You only get one life per game but continues are infinite, unlike time — run out and the Bob-like character on the status bar turns green and vomits (and you die, of course). The levels are also well constructed, offering a serious challenge and demanding lateral-thinking. It's a pity this forward-planning isn't applied to the difficulty curve — Level Ten, for example, is an evil contraption taking a fair few plays to master, yet Level 11's a doddle! The game doesn't reach this degree of difficulty again until around Level 20. Curious...

Psygnosis have produced a credible game from a very simple concept, though it occasionally crosses the fine line between 'challenging' and 'frustrating'. Also like many puzzlers, it's a little over-priced.

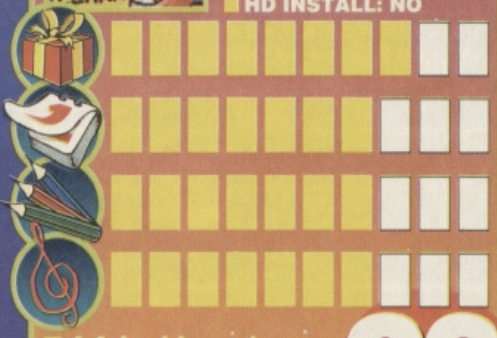
Not a bad effort, though it won't appeal to everyone and won't keep you playing forever.

Ian!

amiga FORCE Rating!

- DEVELOPERS: THE DOME TEAM
- DISKS: 2
- PLAYERS: 1
- GENRE: PUZZLE
- 1200 COMPAT: YES
- HD INSTALL: NO





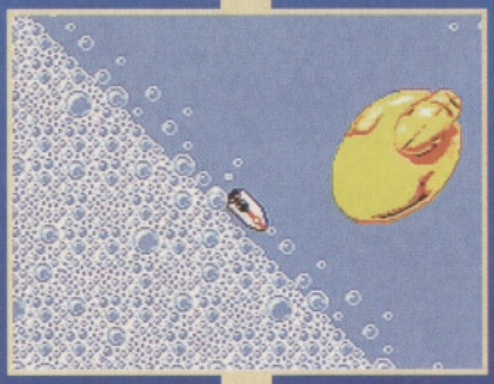
A fair old puzzler, but nothing to lose your head over.

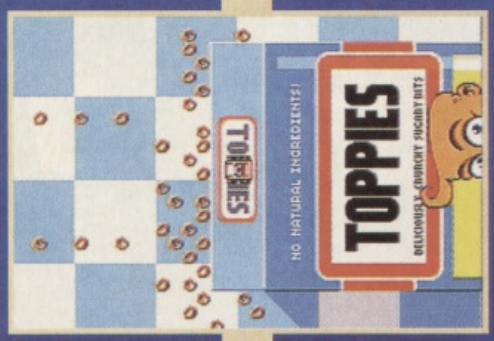
69

Reviews!

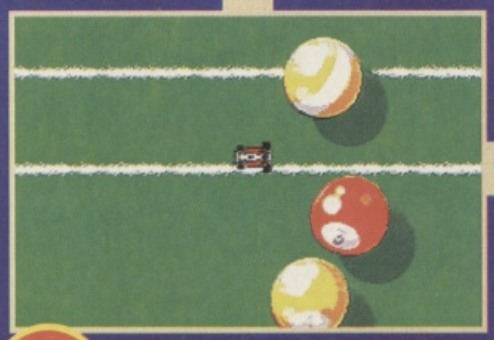
Rich pickings!







From the breakfast table to the pool table, *Micro Machines* offers you the chance to race on them all!





Choppers



Formula One



Mega Tanks



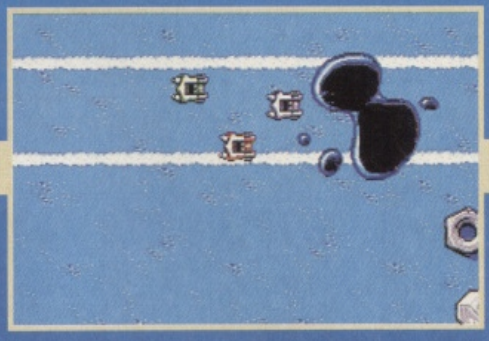
Turbo Buggies



Warriors

Okay, who's the sad bloke who chose Spider?





MICRO

CodeMasters, £25.99

Funny things, licences. Software companies fall over each other to grab 'em, believing they sell games, and they're right! Check out the Amiga charts in any particular month and they're full of film licences, coin-op conversions and tie-ins of one sort or another.

Some licences lend themselves easily to games, offering a great central sprite and lots to hang the action on, though far too many just restrict programmers' and designers' freedom resulting in generic, samey rubbish.

Remember *G-Loc*? Ace in the arcades, but without its custom hardware it was dire. What about *Terminator 2*? With the software house desperate to cling onto the film's storyboard, a series of dull sub-games became inevitable. And would *Nigel Mansell's World Championship* have been any worse without ol' Nige's mustachioed mug on the box? At their worst licences can be extremely naff, but they do sell software...

> "It plays like a good'un"

Perhaps the best are the ones demanding nothing from the programmers. Take Flair Software's *Trolls* — it gave the game an instantly recognisable character, but set no limitations on artistic freedom. The result? One of the best platformers ever to appear on the Amiga!

Micro Machines is in a very similar vein. The pocket-sized toys (if you've very small pockets) haven't a story to tell, they've no 'real world' axe to grind and they've no impossible-to-computerise quirks dogging the weaker coin-op and boardgame conversions. Instead they offer the game-designer a simple-but-effective hook on which to hang the game and a great deal of artistic licence (no pun intended). The result? A corking game oozing character and charm!

Mini Mayhem...

Micro Machines is a modern-day *Supersprint* variant, with scrolling rather than static tracks. Unlike most overhead-racers, you're not driving ordinary, everyday road or F1 cars. Instead you take control of a Micro Machine, each level offering a different microscopic theme.

The qualifying round takes place in a bath tub, with soapy suds marking the edges of the track. Guide your miniature speedboat under the bath rack and past the rubber duck, qualifying for the main event by finishing in front (not difficult). You then go on to the challenge, a three-lap race against three computer-opponents of your choice. Not that they drive any different — the game gets harder as you go (obviously), but this doesn't seem to be affected by your choice of characters. You've three lives to play with, losing one if you fail to finish in the top two.

The tracks are unbelievably imaginative, being set against a variety of everyday locations. After completing the qualifying round you find yourself racing four-by-fours on the breakfast table, the course mapped out by lines of cereal and obstacles. They include orange juice stains on the track to slow you down and a rather rough place-mat. Later you race well 'ard warrior cars on the garage floor, sand buggies in a sand-pit (where else?) and (my personal fave) Formula One cars on a pool-table. Isn't this more fun than generic roads and racecourses?

The 'micro' element allows all sorts of devices and obstacles to creep in, such as following the track into a pocket on the pool-table and re-



Ruff Trux



Sand Jeeps

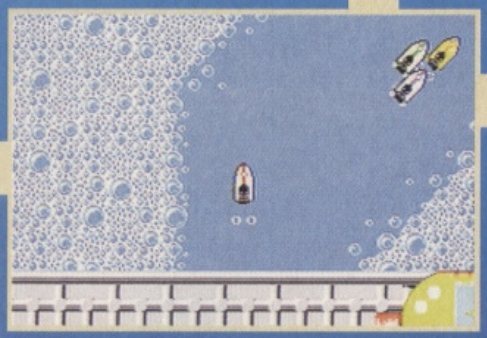


Power Boats



Sports Cars





Reviews!

Mark! ■ It's a shame the game isn't as technically impressive as the Mega Drive version, but at the end of the day it's gameplay that counts. *Micro Machines* oozes high octane, fuel-injected, four-wheeled drive playability from every spark plug.

The *Supersprint* gamestyle is timeless, and *Micro Machines* adds a whole new angle on the genre — racing tiny vehicles on tracks made from everyday objects is far more fun than the usual offering.

With a little tweaking, this could be a worthy rave, but as it stands it's still an unmissable offering. Buy it or you're a Skoda!■

Tip time! ■ Only release the accelerator for sharp corners. ■

MACHINES

appearing from another, or leaping across a gap in the school-desks using a ring-binder as a ramp. You can leave the track to avoid a hazard, but try to cut too much of the course and the car explodes.

Finish in front three times in a row and you get to play the bonus levels, guiding big-wheeled ruff trux through marshy and hazardous terrain.

Driving Force...

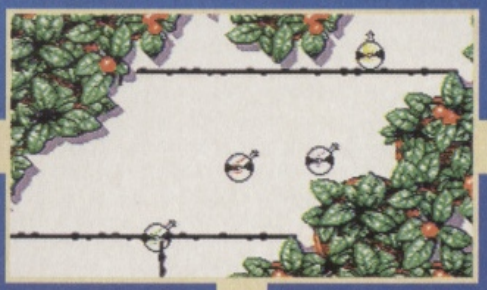
The vehicles all have their own idiosyncrasies. The warriors, for example, have very little inertia — unlike the sports cars. The tracks also have a character of their own. Everyday objects take on a whole new appearance when you're racing vehicles an inch long.

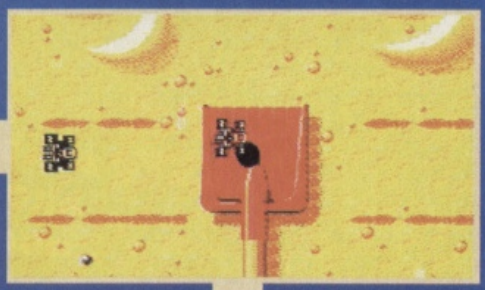
When familiar with the layout, scattered articles also make useful indicators of what's coming. For example, when you pass the Filofax on the desktop drop-off, you know there's a sharp left turn on the way — prepare for it well or you drive right off the desk!

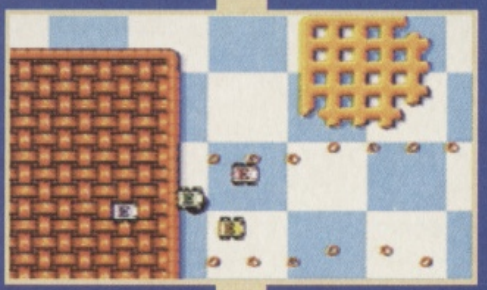
Micro Machines has a unique two-player option too. Instead of splitting the screen and making it impossible to tell when the bends are coming, you face your opponent on the same screen, the scrolling following the leader. If the tail-ender's scrolled off the screen, the cars are placed side-by-side in the centre and a point's taken from the loser and given to his foe. Lose 'em all and you've lost! This option's also available against the computer, as a single race or a tournament covering each of the tracks in turn.

Technologically, *Micro Machines* isn't as good as the Mega Drive version — the graphics are slightly weaker and the parallaxed floors on tabletop levels are missing. Even so it plays like a good 'un. The Micro Machines provide a welcome and interesting change from the usual Supersprinter and the courses are imaginative in the extreme.

Ian!







Spider finishes last again. Our tips boy just couldn't see through the shades!



amiga FORCE Rating!

■ DEVELOPERS: IN-HOUSE
■ DISKS: 1
■ PLAYERS: 1-2
■ GENRE: DRIVER
■ 1200 COMPAT: YES
■ HD INSTALL: NO



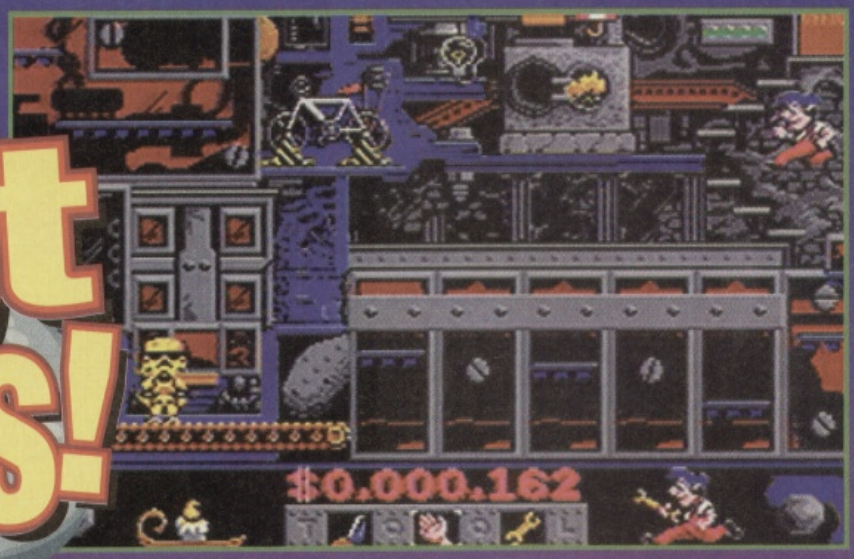


■ A superb *Supersprint* variant taking a new look at the genre. Great stuff!

89

Budget!

Budget bargains!



NIGHT SHIFT

Kixx XL, £14.99

Working in a warehouse has never appealed to the AMIGA FORCE team — we like the idea of sauntering in at noon, playing football games all day and getting home in time for tea (you'd be so lucky —Ed). Hard work never did anyone any harm, though, and Kixx's re-release of LucasArts' *Night Shift* looks to prove the old adage right!

> "A decent enough budget game"

Your duties on the night shift begin rather casually, but, by the time you're due to clock off, the tasks become all the more demanding! Guiding your fixit-man (or woman) around the giant factory, your tasks include kicking in dodgy plugs and mending faulty valves. Once you've got the 'BEAST' in perfect working order manufacturing begins, with figures from *Star Wars* and *Indiana Jones* going into production.

Each night gives you a new quota to meet and extra duties to perform. Conveyor belts must be sent trundling the correct way, you need to keep the electricity generating by peddling a bike, paint needs to be mixed and even Quality Controllers appeased.

Different tools are also scattered around the plant, such as wrenches, balloons and matches (the strikeable kind) , all with particular uses.

My first few plays were, well, a bit crap. Stormtroopers went through with heads where the torsos should be which didn't impress Frank Foreman, the company's Production Manager. P45s were flying everywhere and my pay was as paltry as it is on AMIGA FORCE. A few shifts on, though, and everything clicks into place, pointing to a good difficulty curve as well as an impatient player!

Later on more 'BEAST' components are revealed, requiring you to perform a few more maintenance tasks before production can begin. Don't forget, time's money and your clock's forever ticking away — if you don't produce the necessary quota, you join the dole queue!

Night Shift's playable, despite its initially clumsy control system and some very poor graphics. It's certainly not your classic LucasArts game, with little in the way of depth, but it makes a decent enough budget game.

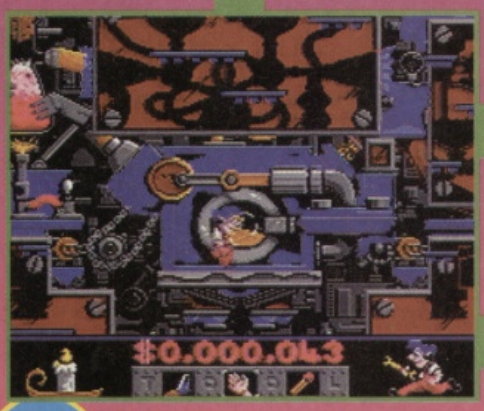
Mark!

Ian! What's this doing on Kixx XL? If you've already read my glowing endorsement of *Knights Of The Sky*, you know I think the label's a real boon to the Amiga scene, but one-disk games with only a single sheet of instructions really ought to be on their ordinary budget label. The game itself is pretty neat, taking a fresh look at the arcade puzzler. There's always plenty to do, and the learning curve gets you used to the BEAST's complexities in bite-sized stages.

Not a bad release at all, but it shouldn't be on a PREMIUM budget label.









Tip time! Once manufacturing's up and running, search around the plant for new items and tools.

amiga FORCE Rating!

72

An enjoyable romp through warehouse-land, but not enough thrills to keep you coming back.

THE ADVENTURES OF ROBIN HOOD

Budget!



Kixx XL £14.99

A legend, a hero and a damn fine film star, the story of Robin Hood has stood the test of time well. *The Adventures of Robin Hood* take up the tale of the outlaw, pitting him against the evil Sheriff who's managed to nick his castle.

This is certainly not what you expect from a run-of-the-mill adventure. Viewed in isometric 3-D, your goal's to eventually rid Nottingham of the Sheriff and his high taxes, recruiting a band of fellow outlaws to aid you.

Robin Hood differs from other games in that your tasks and aims prior to that final, fatal battle are pretty much hidden from you. It all takes place in real-time, so many events happen around you — don't be surprised to see the famed bowman nipping off for a quick pint or following a crowd of people as they flock to be addressed by the Sheriff. Initially, this is all a bit off-putting, but it's all part of the game's charm.

Guiding Robin through the woods and buildings is a simple affair, utilising on-screen-arrows for movement. Icons are clicked to perform other actions, such as collecting/dropping items, viewing the surrounding area, conversing with other folk and using his sword or bow.

> **We were suitably impressed**

Riding through the glades...

Sometimes, the intention of an action doesn't always have the desired effect. Rather than talk to people, Robin has this tendency to follow them, especially 'pretty maidens'. This can lead the lad into some trouble. Following Marion to the castle had Robin in the deepest mire; having been sentenced to hang, his sword skills seemed the only option open to us.

Unfortunately, the Norman guard was a tough nut to crack, leaving Robin skewered and, well, not feeling too well.

The humour's a surprising addition, but really helps the game. Robin seems to be tortured by depression, while the people of Nottingham aren't too impressed he let the Sheriff get hold of his castle in the first place.

It's the freedom allowed that makes the game so impressive, though. Being left to your own devices can be the downfall of a game; in *Robin Hood*, it gives you the opportunity to delve into an adventure that constantly spirals into deeper and darker territory. We were suitably impressed — again, Kixx XL have delivered a game offering true value for money.

Mark!











(Below) Come on Robin, you've got to get your castle back — it's no use hanging around!



Tip time!

■ Try to follow characters using the arrows rather than chasing after them — remember what curiosity did to the cat! ■



amiga FORCE Rating!

■ A fabulous adventure keeping you playing for a very long time. Buy it!

89

Budget!

Budget bargains!

LINKS









Tip time! ■ If you must play it from floppies, get a handheld to keep you busy between shots. ■

Mark! ■ Playing this from floppies is like watching pro-celebrity golf on BBC1 for 24 hours solid. The pointless anecdotes and 'my wife's so ugly' gags are missing, but it's just as nauseatingly boring.

The game itself's got a lot going for it (not least the great graphics), but you end up throwing it across the room long before you get to see its finer points. If it had been converted properly, ie programmed to the Amiga's strengths and weaknesses, it'd be great. As it stands, it's virtually unplayable.

If you've got a hard drive it might be worth a blast, but I'd still recommend *MicroProse Golf* instead. *Links* stinks! ■



■ Kixx XL, £16.99

Links 386... the best golf game ever to hit the PC. The graphics are amazing, being digitised from genuine golfers and trees, with landscapes so real you can almost smell the freshly-cut lawns. It really is a corker.

Links... the Amiga conversion of the PC game. The 386 bit's gone for obvious reasons, but the digitised graphics and fluid animation remain. And it's crap!

The good thing about PCs is their processing power — they've virtually no sprite support, making them less-than-brilliant for arcade games, but for sheer number-crunching they're amazing.

> "It's disgustingly slow."

Games like golf and flight-sims require exactly this quality, as re-drawing landscapes and images is a very mathematical exercise (don't ask me to explain why, I'm a journalist not a computer programmer, just take it from me it is). That's why games ported to the Amiga from the PC (as opposed to re-programmed) run so darned slowly. The Amiga just hasn't the head for figures enjoyed by its business-orientated brother.

Such is the problem with *Links*. Its idiosyncrasies and running speed clearly show it's been written for a hard drive — you *can* run it from floppies, but you need two drives (a fact made far-from-clear on the box — it's printed in tiny letters on the system requirements panel no one ever reads anyway) and even then you can't use the overhead views or save a game without a hard drive (and that's only stated on a sticker *inside* the box!). It's also disgustingly slow, taking ages to re-draw a screen.

Watch The Clock...

The harm done to the game by its running speed cannot be over-emphasised. I can't even call it 'sluggish' as lettuce-chewing molluscs run like the wind compared to *Links*. My experiences on the first hole were as follows — approach the tee, and take the first shot. Fair enough. I then watched the disk access lights flash on and off like the Blackpool illuminations, stared at the ceiling, returned to the screen, saw it wasn't ready yet, twiddled my thumbs, stared at the ceiling again (it hadn't changed), counted the hairs on the back of my hand then got ready to take the next shot (at last). So what next? I took the shot, watched the disk drives light up like a Christmas tree, made a paper aeroplane, threw it at Smiffy catching him in the earhole, got told off, went for a coffee, came back, sat in front of the computer and after a brief wait I was off again. Shot three — I hit the ball, counted the tea-stains on the Amiga, screwed up a piece of paper, threw it at Chris Marke (and missed), ducked as he threw it back again, contemplated life, the universe and everything (I'll have to write a book about it sometime), and reflected that the game probably isn't as successful on the Amiga as it is on the PC.

With classy products like *MicroProse Golf, Nick Faldo's* and *PGA Tour* on the market (all of which were written with the Amiga's capabilities in mind), there seems little point in even considering this effort. If you've a hard drive it might be worth a bash — it looks great and can't really be faulted as a sim. Without one, though, it's virtually unplayable — with only one drive, literally so.

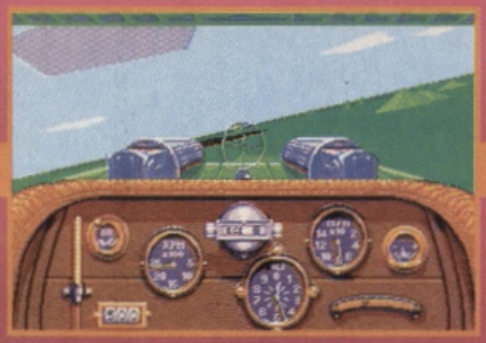
Ian!

amiga FORCE Rating!

■ With a hard drive – 75%
From floppies – 9%
Mind-numbingly slow if you've no hard drive.

75





Chris! Budget!

Now that's what I call a flight-sim — the update's fast, the missions exciting and the lack of hi-tech homing missiles make dogfighting a real challenge.
The original MicroProse manual (also included) pays sterling attention to detail and fascinating historical notes, making *Knights Of The Sky* an all-round bargain. If you avoid sims 'cos of the complicated keyboard controls, this one's for you — it's easy to get into but impossible to put down.

KNIGHTS OF THE SKY

amiga FORCE Save!

Make use of the cockpit views, especially the rear — don't get an enemy on your tail.

Tip time!

Kixx XL, £16.99

Flight-sims — head-up displays, multi-million dollar missiles, laser lock-on, retractable undercarriage, chaff, afterburners... *Knights Of The Sky* has none of 'em. In the days before a fully-equipped fighter cost more than a small town and when jet engines were a twinkle in Frank Whittle's eye, prop-driven bi-planes ruled the skies! Aircraft first saw military action in World War One and *Knights Of The Sky* takes this conflict as its inspiration.

Unsurprisingly for a former MicroProse game, *KOTS* boasts incredible attention to detail. I won't bore you with long lists of options cribbed from the manual while the game loads (we're not like other mags you know), but rest assured it's got enough depth to sink Jeremy Beadle (if you don't believe me, give it a try and do the world a favour). Everyone's catered for, from the die-hard pick-up-and-play merchants to the serious sim expert.

Self-contained dogfights, training courses and modem head-to-head battles are available, but the heart of the game's in serving as a pilot in the Great War. Starting in 1916 with a rookie flier and a choice of two 'kites' (that's tally-ho talk for planes), you're sent on a series of missions over allied and occupied France.

Escorting bombers, blasting reconnaissance balloons, intercepting enemy fighters, patrolling sensitive areas; each mission offers its own challenge and because the game generates its own, you never know what's coming next.

The Plane Truth...

Between flights you're treated to a series of cameo pics depicting a news piece, bar-room rumour, flight crew message etc. Always relevant, they never interfere with the game's flow. The flight crew, for example, inform you of aeronautic developments, allied and enemy. As new planes are developed, your choice of kites widens — the game features every significant fighter of WW1, and for once they actually make a difference to the flight model.

If you're not too experienced at flight-sims, lower difficulty levels greatly reduce the enemy pilots' ability. Their planes take very little damage before crumbling, while repeated hits reduce your own craft's performance, but it takes a lot of lead to bring it down. Needless to say, this imbalance is redressed as you advance. There are 13 viewpoints on offer, and they're not just cosmetic either — keep looking over your shoulder for the enemy, and don't spend too much time admiring the excellent views.

'That's all very well,' I hear you cry, 'but how does it play?' Have no fear. Athough Amigadom's littered with brilliantly-presented games that play like conkers in a dilapidated bus shelter, this one won't be joining the scrap heap — it's brilliant!

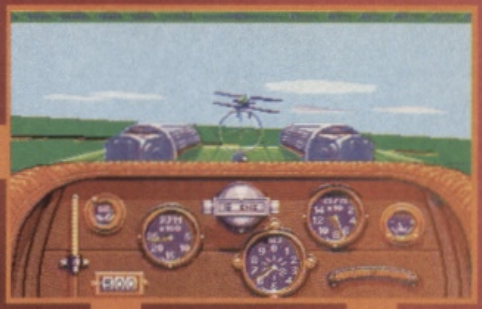
For a start, there's no disk-swapping, even with one drive. The game comes on two disks but the first's no longer needed after the 'insert disk two' message. Those who hate all the keyboard-clobbering demanded by many sims are in for a treat. There are precious few keys to press and they soon become instinctive. No need to flick through the manual to find which weapon to use either — it's a machine gun or nothing!

> "The dogfighting blows you away"

Not that any of this stops it being fun. The fast update gives a real feeling of flight and the seat-of-your-pants dogfighting, with no electronic assistance, blows you away. The artificial intelligence of the computer-controlled pilots is excellent, too. Getting any plane to stay in your gunsights long enough to blast it out of the sky's tricky enough, but wait until you meet an elite pilot — they fight like demons. On-screen messages tell you when you've received or scored a hit, and action replays of your finest and foulest moments are available too.

Kixx XL have brought us another quality game for under £20. Due to the size of manuals, games like this could never be sold as ordinary budget offerings, so fans of the genre need a label like Kixx XL. Keep 'em coming, that's what I say!

Ian!



(Above) Shoot the Fokker!

(Right) Manfred Von Richthoffen, the Red Baron — WWI's highest - scoring ace.





amiga FORCE Rating!

A brilliant flight-sim no enthusiast should be without. Miss this at your peril!

93

Public Domain!

Going Public!

What's this? Only one page? I'm writing to my MP! Normal services will be resumed next month, though, so don't despair – IAN 'DISGRUNTLED' OSBORNE...

ASSASSINS 134
■ Roberta Smith DTP (Compilation)

The dulcit tones of Fergal Sharkey's *A Good Heart* (again) introduce this three-game compilation from the Assassins.

CROSS CIRCUIT

This one's a straight conversion of the coin-op, Tempest — guide your sprite (with the mouse) around the edge of a vector landscape, blasting the enemies before they can reach your position, costing you energy.

It's not very original, but it's well programmed. The mouse control works well and the raster bars behind the playing area are pretty neat.



FWUFF

I've reviewed this before so I won't dwell on it now — it's a boring AMOSed *Solitaire* clone with very little going for it.

CIRCUIT WAR

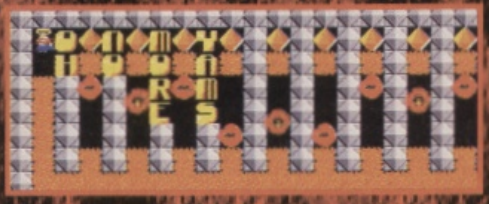
I found this one incomprehensible due to lack of instructions. Sorry.

Conclusion: One good game, one bad and the other I couldn't make head or tail of. I can't say I recommend this, but if you're after a *Tempest* clone, look no further.



HAUNTED MINE #1
■ Roberta Smith DTP (PD)

Here at AMIGA FORCE, we write our reviews on Apple Macs. They're excellent little machines with lots of lovely devices such as 'copy and paste' and 'find and replace'. I'm tempted to utilise these applications to copy the *Yams* review, paste it here and find/replace the titles — it's almost the same game!



OH NO! MORE YAMS
■ Roberta Smith DTP (PD)

Boulderdash revisited. It's extremely well presented, but the game design leaves a lot to be desired. For example, Level One's far too big and sprawling and contains only one real puzzle — you just have to repeat the same technique to beat it. A little more thought and there's a potential winner here — as it stands, stick to the also-PD *Cave Runner*.

RAW
■ CLR (Licenceware)

This one's been accepted by the Central Licenceware Register, so it should be available from all participating outlets.

As a Red Army Worm (RAW) your task's to rid the world of fishermen and wander along a single-screen, platform environment collecting fishing gear. The screens are completely devoid of devices — you put those in yourself, *Bill's Tomato Game* style!

Starting with three lives and a limited amount of dosh, each item you add to the screen costs money. These include brick walls to turn the worm around, shuttles to ferry him from one platform to another, ladders to climb, etc. The more fishing gear you collect on your way to the exit, the more you earn.

In true Psygnosis style, you've no direct control over the main sprite. Instead you manipulate his environment (hopefully) to his advantage, progressing to the next level by grabbing at least three items.

It's not difficult to imagine this as a full-pricer. With better presentation and fine-tuned graphics, the concept could be developed for it to sit very comfortably with other *Lemmings*-inspired puzzlers. As a licenceware release, it's a barg.

PUBLIC ADDRESSES

ROBERTA SMITH DTP
190 Falloden Way, Hampstead Garden Suburb, London NW11 6JE
(90p per disk, +50p P&P)

ASSASSINS 135
■ Roberta Smith DTP (Compilation)

Heaven knows what this title tune is, but I'm not buying the record!

GAMMON 1.3

An interesting backgammon game, you can play against a variety of computer settings or another human. If you're into backgammon, give it a whirl — it's great.

ACK ACK

A neat little AMOS offering, you control a Space Invaders-style base blasting hell out of enemy (i.e. German) planes flying overhead. It's well presented and the graphics are neat, but the subject matter's a little limited. Fun for a while, though...



PIPELINE III

What is it about puzzlers that makes PD programmers want to emulate them? This one's a blatant *Pipe Mania* clone, and a pretty good one at that! The only real difference is you can't place pieces on top of each other, destroying a misplaced tile.

I won't go into the morality of pinching other people's ideas, but I'm surprised software companies have put up with it for so long. If you've any thoughts on the subject, write in to FORCE NINE MAIL — we'd be interested to know how readers feel about this.

TETRIX

It's *Tetris*...

Conclusion: A very good disk with no real turkeys. *Gammon*'s a tastey morsel, the blatant clones are well executed and the only original (*Ack Ack*) offers fun for a while. Worth a shot.

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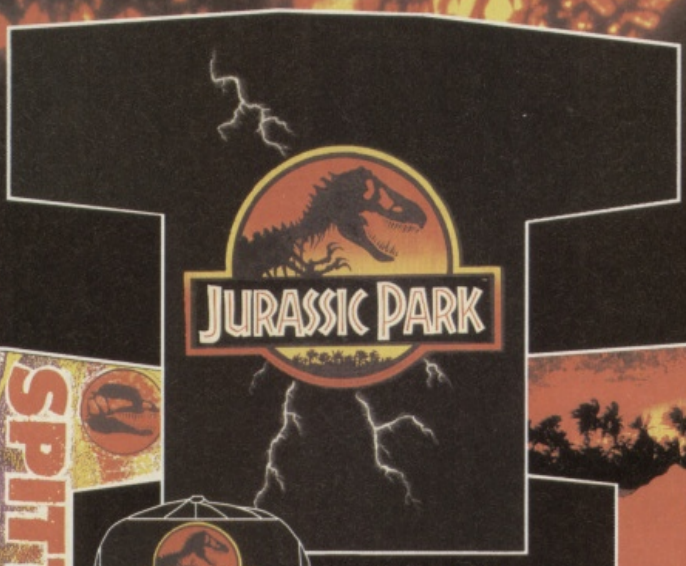
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amiga FORCE

Playing Tips!

A bumper issue of tips this month, just in time for all those games that you'll get for Chrissy! Anyone lucky enough to get a CD32 will no doubt benefit from the *Oscar* tips, while, considering it's the season of goodwill to all men, we give those Humans (II) a helping hand!

Get your yo-yos out and prepare to bash and dash your way around a variety of wild and weird worlds. *Oscar's* a game many are to find bulging out of their stockings on Christmas morning. To end those Boxing Day blues, we've come up with tips-a-plenty helping dear old Oscar celebrate a happy yuletide.

Aquaventura	77	Dungeon Master	79
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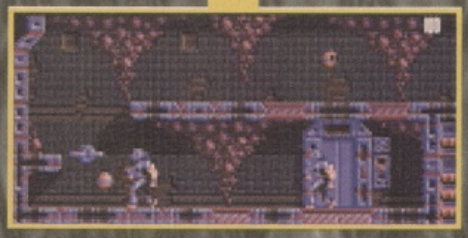
70 HUMANS II

One of the toughest games to even get started on, we've toiled over the first few levels to bring you the definitive starter's guide to *Humans II*. From the joys of rope-climbing on Level One through the Witch Doctoring of Level Four and onto the human-saving levels thereafter, you'll soon be flying through the levels in no time at all! Drop us a line with your problem levels and we'll see what we can do!



DEEP CORE 72

All of the tips that you could ever have wished for, especially for those having difficulty beating the system!



LEMMINGS LIFELINE 74

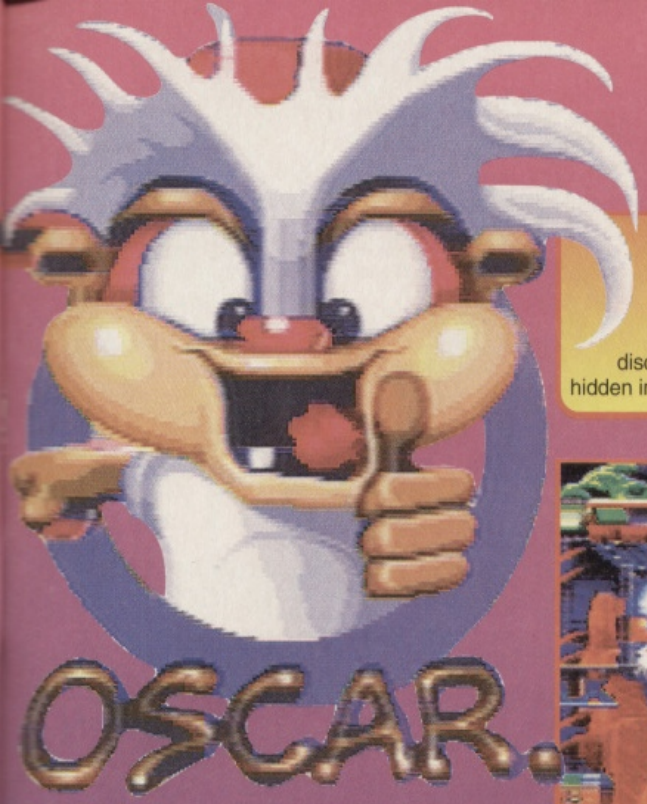
More *Lemmings* problems dealt with by our resident experts!

In the first Sci-Fi Zone there's a seemingly unreachable platform full of goodies. To get to it, run down the large hill and leap at the level to reveal previously invisible blocks.



In all zones avoid the Game Boy icon which flies out of the bonus coins as it turns the whole screen to dodgy shades of green, making it almost impossible to see enemies. It usually ends with you running headlong into them and losing many lives.





The aim of the game is to retrieve those all-important Oscars and find the clapper board to complete the level.

We searched high and low to discover the whereabouts of Oscars hidden in the Sci-Fi and Horror Worlds...

SCI-FI

From the beginning, ride the lift to the top and leap left to grab the first Oscar. Run to your right and jump from the hilltop to find another Oscar at the far-right of the ledge. Keep moving to your right to find yet another of those little statues, as well as a big red elephant.

Make your way to the ledge above and grab the Oscar before returning to the left of the elephant for another one. Work your way back to the start, moving right to grab the final batch of statues.

To reach the clapper board, ride the lifts to the right of the elephant up to the large spaceship guarded by the robot. You find the clapper board just to the right of this position.





There's another apparently inaccessible ledge in the Cemetery Zone. It can be reached the same way as the first (see the Sci-Fi Zone). By leaping into the air you expose more hidden blocks.



If you're looking for Oscar's yo-yo in the first Cemetery Zone, try swimming into the small alcove to the left of the large waterfall. Use it for smashing blocks and defeating enemies.

Another very useful item hiding inside the coins is a bottle of green potion. This makes you invisible and invincible for a short while. Be careful, though, as it has a nasty habit of running out just when you need it most!



Watch out for mine-cars in the Western Level. Time your movements so you can walk between them. Then run and leap over them as they approach you. Most enemies are destroyed by jumping on their heads a few times. It's a lot quicker and safer, though, to bounce over them — especially the smaller ones.

HORROR

Dash to your right and skip onto the first ledge to snap up your first Oscar. Descend the first set of falls to grab the statue to your left, then fall right down into the water to find yet another. Swim right to the large set of falls and leap out to your right to encounter that big, daft elephant and an Oscar. Continue moving to the right.

Paddle to the far-right to pick up your Oscar and jump out of the water back onto dry land. At the top you see the clapper board with a statue to the right; grab this and head left working your way up the platforms before moving right.

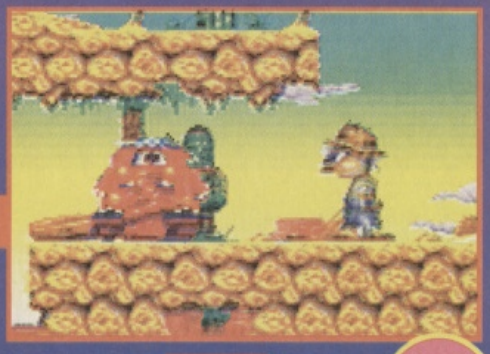
Remember to collect the five Oscars on your way, then drop back down into the water and swim left to the large falls. Use the earlier tip to get the yo-yo and another Oscar. Take the yo-yo to the left and smash the blocks to find one more Oscar. Stay on the sea floor and walk right until you reach the dead-end. Next to this is your penultimate statue; snatch it and return to the clapper board. The final statue's to the left, just past the cemetery gates. Take it, returning to the clapper board to finish the level.





Always be wary of the cacti. Many come to life and rip away large chunks of energy.

Whenever you see the large elephant in the baseball hat, remember to give him a good kick. It's not only good for a laugh, but it also marks your progression through the level. This is very handy as every time you die, you're returned to the last elephant kicked.

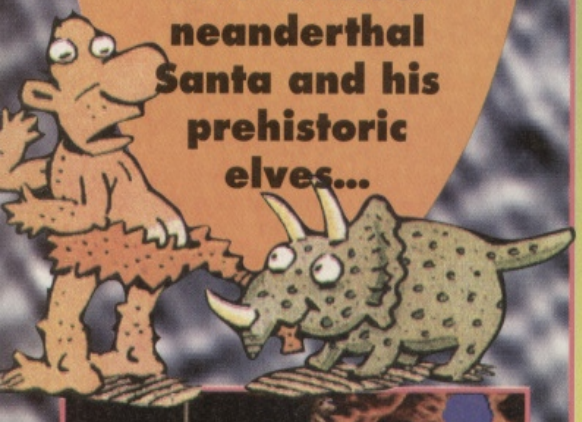


Playing Tips!

HUMANS 2

THE JURASSIC LEVELS

Humans — When they're not beating the living daylights out of each other, they join forces and battle evil-doers, *Jurassic Park* rejects and the world's most testing terrain. Weary from too much of the alternative Christmas spirit, we sat down to help the little blighters find their way home in time to meet neanderthal Santa and his prehistoric elves...





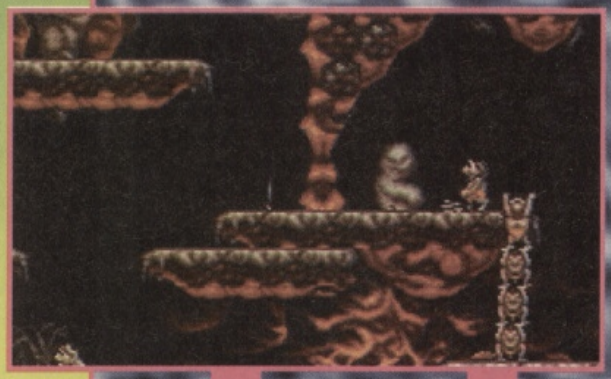
1

Although the first stage is there to help you get to grips with the controls, it still takes patience and time to crack.

Kick off by moving your men up the first ladder and building a tower to the left-hand ledge. Make the fifth human scurry up the man-made tower and collect the rope. Climb down and work your way left, using towers and the rope to see them safely across to the far side.

Collect the spear from the pit, then build another man-tower. Climb to the platform above. Use the spear to defeat the ugly human patrolling the ledge, then get the rope guy up there so you can haul up the others. Repeat the tower/climbing process to make it to the top left where you can grab the flame.

Lead your group back to the right-hand side and help the man with the flame reach the top-right ledge. Burn the bush and you're free.







3

The Witch Doctor and a rather savage dinosaur appear for the first time on Level Three.

Use the Witch Doctor to change the rather unfortunate guy on his left into a rope, then lower it down. Take one guy down to collect and lower the second rope off the left hand side of the ledge, then let another human descend both ropes to rescue your little buddy, who's being held captive.

After they've clambered back up, lower one of them on the right-hand side to collect the spear. Return to the Witch Doctor's platform and use a man-tower to climb to the dinosaur's ledge. Hurl the spear at the dinosaur, then as he scarpers, grab the second spear and throw that, too.

To finish him off once and for all, get the whole team up there so you can reach the third spear on the ledge above by building another man-tower; another direct hit's the final nail in the dinosaur's coffin.

Return to the point where you collected the first spear, lowering the Witch Doctor and one of his cronies down to the ground, so they can stand on the pressure pad to the right. Leave them here to make the obstacle on the right disappear and open your exit to this level.

Take the remaining humans to the top again, lowering a rope off the right hand ledge so the rope-man and another human can climb down. Lower the second rope down to the ledge below. Guide your remaining human down the rope and the gold (not to mention a well earned victory) is yours!

2

From your starting position, climb the ladder and grab the spear. Make a man-tower so the spear-man can descend from the original starting ledge, then continue right utilising the tower skill to reach the right-hand ledge — take the rope.

Haul the others up to the ledge, then lower the whole team down and make a tower for the rope-man to descend. Use the rope to lower a man to the trapped human, rescuing the poor soul and adding a further member to your merry band. Haul them up and descend right to collect the flame.

Reverse the whole process by sending the spear and flame-men scurrying up to the top ledge. Use the spear-man to vault the gap, then throw the flame across so you can burn the bush. Now just vault to the right across all of the gaps to reach the exit.



Playing Tips!



4

Your first task's to collect the rope found on the top left ledge, accessible via a man-tower. Get the wheel, make one of your humans hop on and head for the man-tower on your left. Climb the tower and the set of steps thereafter to get the spear.

Guide the whole tribe back to the platform level and construct a tower so you can reach the right-hand platform and the stranded human found there. Lead the whole tribe to the centre steps and build a tower to the block above, sending the rope-man to the top to bring the whole team upwards.

Next build a tower to the Sumo, spearing him when he's within range. To the left of the Sumo's a pressure pad; leave two tribe members standing on it and use the rope to lower the remaining humans over the right-hand ledge. Use a man-tower to retrieve the rope-man.

To your right is a set of stone steps; climb these using small man-towers. When you've reached the top, build a tower up to the ledge so your flame-man can climb it before burning the bush to gain access to the exit.



5

To get the rope, build a man-tower to the right of the start and a further one on the ledge above. Lower the rope over the right-hand side, allowing you to reach the spear in the pit.

Take the team left across the pit, then build another tower to the ledge. Haul the team up with the rope, then repeat the process to reach the next platform. Leave two of your tribe standing on the pressure pad, then lead the others back down and right.

Use another man-tower to return to where the rope was found and get ready to attack the dinosaur at the top of the ladder. As he's walking away, follow him and grab the flame. If you're very lucky, you can push the dino away with the flame before making a dash for freedom, but even if one guy gets eaten the next can retrieve the flame with few problems.

Take the whole tribe back to the two humans on the pressure switch, then build a tower to the left platform. Burn the bush, build another tower and head for the exit.

6

Kick off by using the Witch Doctor to change one of his comrades into a rope and lower the magic-man down, building a man-tower to rescue the rope-man. Collect the spear on the left using the rope-man and build a tower to get to the platform on the right of your house. When the whole tribe's together, go down to the platform below using the rope followed by a tower to gather all the humans together.

Head down the ladder, lower the humans down the left-hand side and rescue the trapped tribesman; send another human down the right-hand side to collect the torch.

Throw both the rope and the torch to the left, and vault the spear-man across the gap, throwing the spear back so another human can get across. Grab the torch to burn the bush after climbing down the right-hand side.

Climb the rope again to collect the spear, then use it to vault from the burned bush to the trapped female, finishing the level in the process.

7

Send the first human down the ladder to collect the rope, then return to the top and throw it across to the rest of the team. Use it to descend into the right-hand pit, taking the spear before lowering the team off the left side of the platform. Guide the first team member to the flame before sending him to join the others.

Take the whole tribe down to the left using the rope and a tower, then continue right, taking the spear as you go. Go down the steps, then lower the spear-man down the pit to battle the bad guy.

Take the whole tribe to the bridge, sending only the flame-bearer across so he can burn the bush on the other side. Unfortunately the bridge now collapses, so the others must vault across.

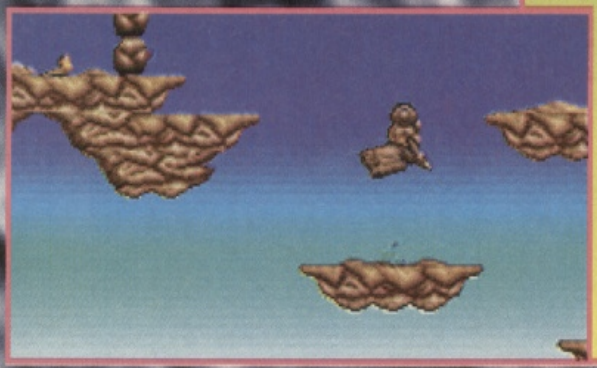
When on the other side of the bridge, build a tower to reach the exit.



8

Lead the first human right, vaulting the gap with the spear found there, then throwing it back across so the others can follow. Send the spear-man to the top, vaulting the gap, and throw both spears back down. Hop onto the Pteranadon's back, carrying you to the left where the torch awaits.

Send two humans to stand on the pressure pad at the top of the second ladder, then walk past the rocks and collect the aforementioned torch. Now bring the final tribesman to the top and throw the rope to the left. Vault after it with the spear, then lower the rope down the left-hand side. Use the high-flying Pteranadon to fly back to the rope.



Guide the rest of the team to the top level, collecting the rope lying there. Drop it off the edge and lower it from the left of the next platform, taking the whole team down. Rescue the stranded man by flying down on the Pteranadon, stepping off when it's at its lowest point.

When the majority of your tribe reach the bottom, throw the torch to the left and vault after it, tossing the spear back so the others can follow. Burn the bush, build a small tower and bring the rest of the team across. Now you can reach the elusive exit!

9

First of all, climb the ladder to reach the rope, then go back down the ladder. Head right and throw the rope to the tribesman on the upper platform. Use the rope to raise the other humans.

Head back to the top of the ladder; use man-towers to grab the spears from the left and right platforms. When you reach the right-hand ledge, haul the team up and guide a spear-man to the top. Vault right, then throw the spear back. Return using the new spear, moving down and right.

Send two spear-men to kill the dinosaur, and, when he's dead, climb the ladder to collect the torch. The others can return by vaulting; get them to build a tower leading to the bush. Burn it, then hoist the team up. Use another tower to reach the exit.



10

Use the main team at the bottom to build a tower, allowing you to grab the spear. Vault them all across to the far-right, building a further tower so you can get the rope.

Send all the men to the dinosaur's platform, then build another tower to collect the spear. Use all three spears to wipe out the dinosaur, then vault to the left and climb the ladder. Build a tower so two humans can stand on the pressure pad, then retrieve the torch using a tower and the rope. Burn the bush, then build a few more towers to reach the woman awaiting rescue, completing the level.



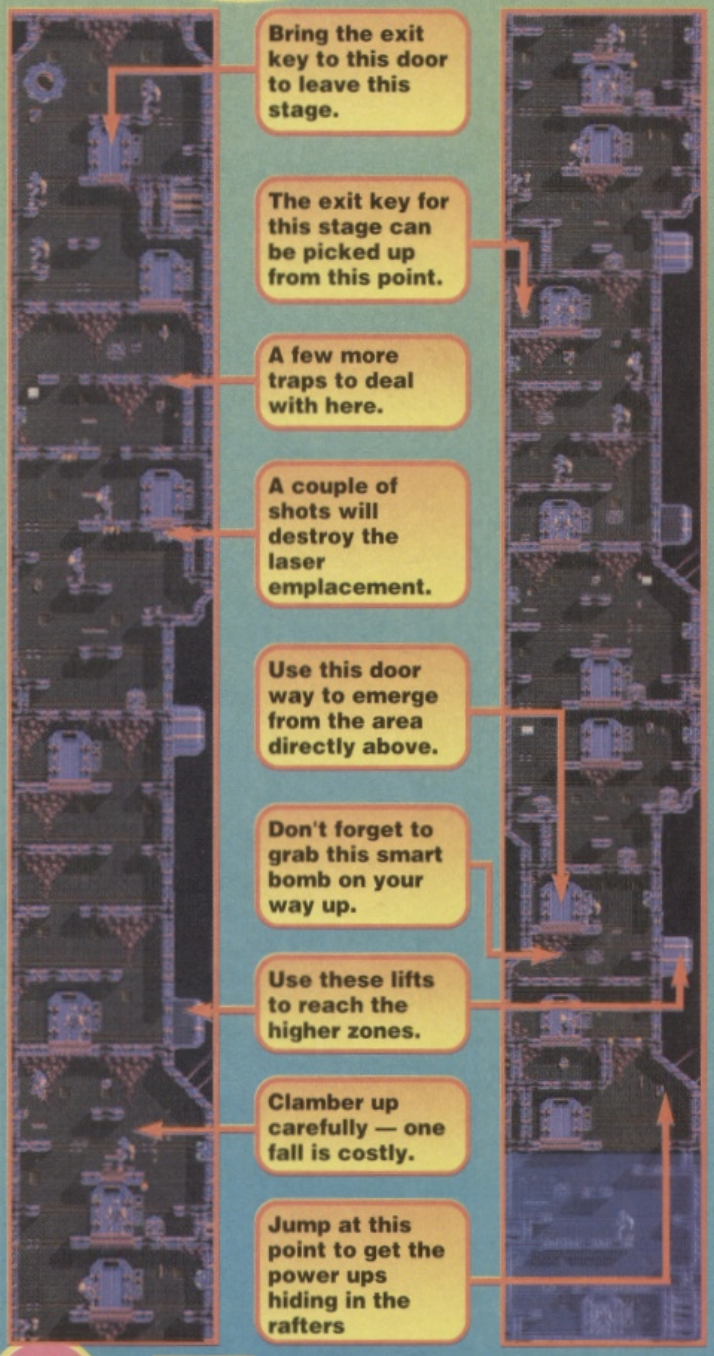
So far, so good — join us again next month for more prehistoric pranks with the Humans.

Playing Tips!

DEEP

Deep Core originally got a mixed reception. There's some great blasting on offer, but some of the devices slow you down without taxing the joystick. Here's some maps to help you on your way...





Bring the exit key to this door to leave this stage.

The exit key for this stage can be picked up from this point.

A few more traps to deal with here.

A couple of shots will destroy the laser emplacement.

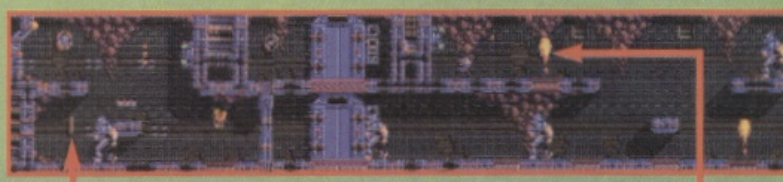
Use this door way to emerge from the area directly above.

Don't forget to grab this smart bomb on your way up.

Use these lifts to reach the higher zones.

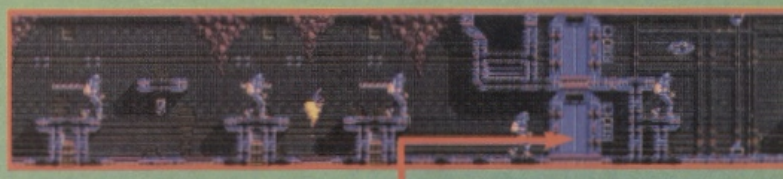
Clamber up carefully — one fall is costly.

Jump at this point to get the power ups hiding in the rafters



A bonus item is just waiting to be picked up in the lower corner of this room.

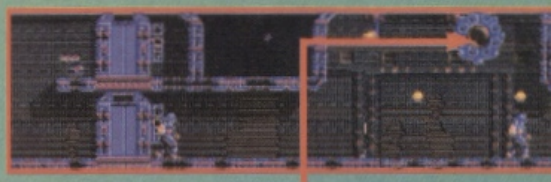
Avoid the flames shooting from the fl



You've a planet-full of foes to beat, so keep all your wits about you.

Going up in the world? Use this door to gain access to the ledge above.





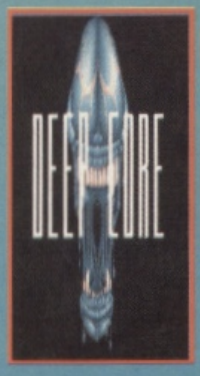
A smart bomb soon destroys these evil aliens, so remember to keep a few handy.



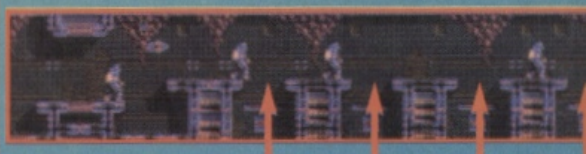
Use the keys from earlier in the zone to open these doors

Turrets begin to fire at you about now...





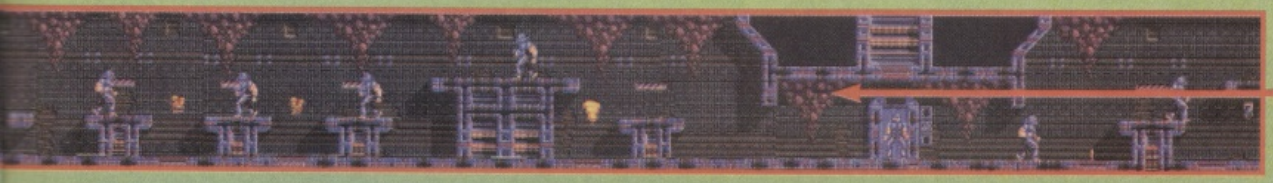
Waahey — these look like rather nasty pieces of machinery, which need to be avoided!



Timing is essential when making these jumps, as one mis-timed jump will send you to your death.

CORE

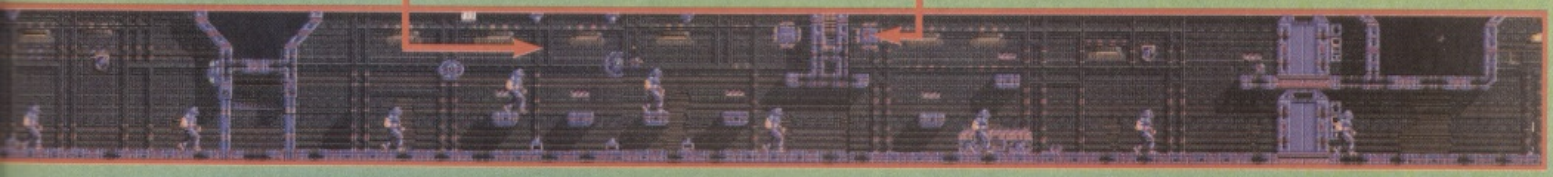




You start your journey in the second zone at this point; go left and collect the keys needed for the return trip to the right. It's a long, hard slog but you can do it...

Wait until the lasers have launched their beams before you pass through them.

Hit these switches to make the train carriage move right and blow up the mines.



Another large laser spitting alien can be found hiding in this room.

Watch out for attacks from above as well as the sides...

Use the keys from earlier in the zone to open these doors.



The shots from these turrets spread in three directions so remember to jump them to avoid their bullets

Use the key marked with two lines to enter the subspace tunnel to the rest of the zone.





Look out for attacks that suddenly crash down from the roof!

Enter this door to discover the room which contains the exit key.

Be careful now — the problems get worse!



Entering this bottom door will send you into a bonus room with plenty of useful icons.

Keep your eyes open for power-ups as you move through the game.

Try to leap from the edge of the platforms.



Again, you need to be careful — there's no point in rushing now!

A few more brushes with danger and you're nearly there...

The exit door to this zone can be found after a quick dash through here.

Playing Tips!

Lemmings™ Lifeline



Having nightmares over small green-haired beasties? Are tiny voices disturbing your sleep? Panic no more — the LEMMINGS LIFELINE's back to end your turgid troubles and give your minuscule mates a splatter-free Christmas! Remember, if you're having problems on any level from the original *Lemmings*, *Oh No! More Lemmings* or *Lemmings 2*, write to: *Lemmings Lifeline*, AMIGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW. Remember, you MUST include the name of the game, the level you're stuck on and (where applicable) the password for that level. Sorry folks, but we can't give personal replies, so don't send an SAE.

NIGHTMARE ON LEM ST

(Lemmings; Fun Level 26)

Although this level looks deceptively simple, with only two Lemmings to save, it takes some nifty mousework to stop them getting creamed. So in true 'Allo 'Allo style, pay attention — I vill say zis only vonce...



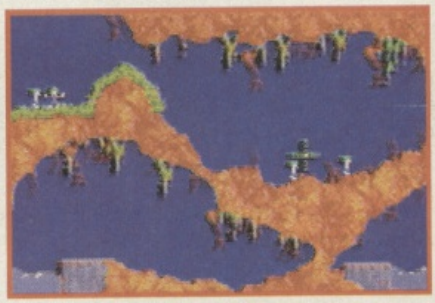


YOU LIVE AND LEM

(Lemmings; Fun Level 21)

This level doesn't pose too much of a problem. As long as you use your builders and diggers to negotiate the traps and excavate the ground, you're laughing.

1 As your Lemmings fall from the entrance and begin to walk right, turn the third little chap into a blocker to stop the others following.

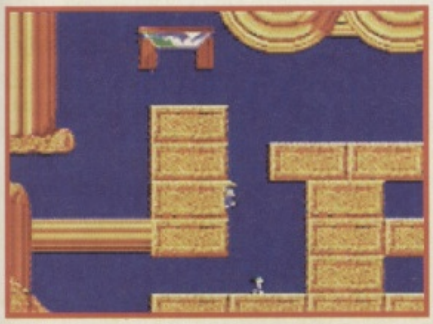


5 Use a basher to smash your way through the piece of earth blocking your path.

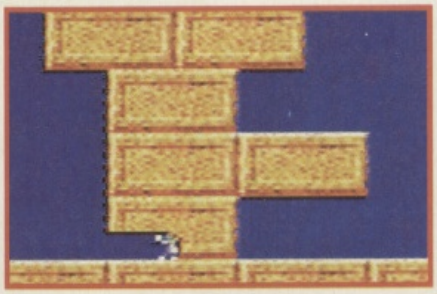


Playing Tips!

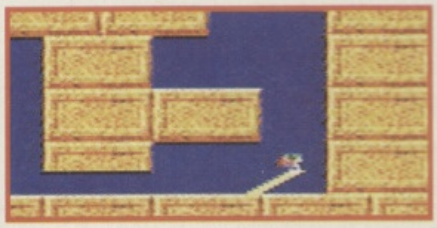
1 As soon as your two Lemmings reach the edge of the first block, turn them into floaters so they drift safely to the foot of the screen.



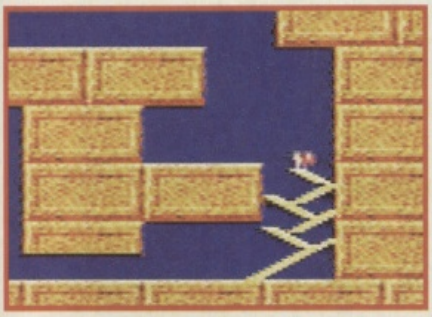
2 When they've reached the bottom, they walk right and come to a wall. On reaching the wall, turn them both into bashers to break a pathway through the block.



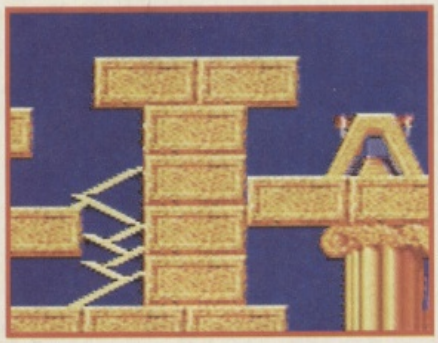
3 When your first Lemming's level with the end of the large suspended block, turn him into a builder to create a bridge up to the wall on the right.



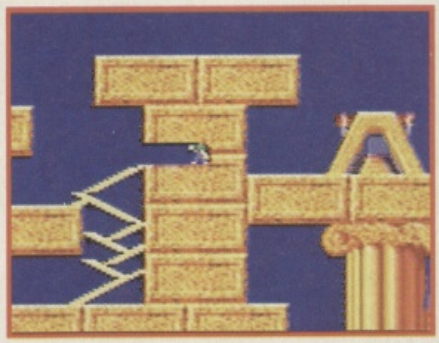
4 When the second Lemming catches up with the first, turn him into a builder too and set them building a zig-zag pathway up to the large suspended block.



5 When they reach the top of the block, make them build another bridge to the right-hand wall.



6 As soon as your team reach the wall, bash your way through to the right and beat a pathway to the exit...



2 When your fourth Lemming's on his return journey, turn him into a blocker just as he passes under the entrance. This stops your team falling into the water on the left.



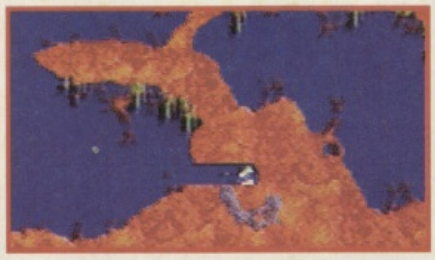
3 As your advance party of Lemmings gets above the iron blocks, make them dig down to the space below.



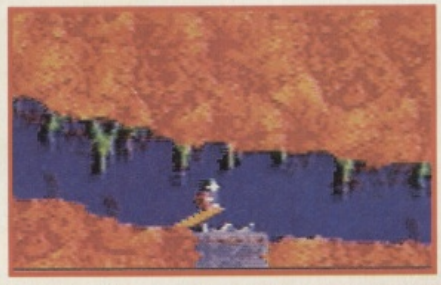
4 On landing, turn your team into builders and build a bridge over the water.



6 It's time for more bashing! Dig a pathway to the right, through the large piece of earth. If any of your team turn round, make them build across the water from the other side to keep them safe.



7 Keep your team moving right, using your building skills to create another bridge over the square of metal containing the Lemming-trap. They should now reach the exit.



8 Blow up your right-hand blocker allowing the rest of the gang to stroll safely home.



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TIPS BITS

Welcome to our handy helpline, written BY the readers FOR the readers!

Remember, if you're stuck on a game, write in. If the A-Team can't help you, our army of readers are only too pleased to lend a hand. If you can help a disgruntled Amiga gamer or if you've some new tips or cheats, drop us a line.

Every month we reward the best tipster with a free 12 month subscription (or a renewal if you already subscribe). All for just a few dozen hours of gameplaying. Now that can't be bad!

Write to us here at: TIPS BITS, AMIGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW.

GALDREGON'S DOMAIN

Q a ■ Could you, or the Tips Bits readers, offer any tips or cheats for the game *Galdregon's Domain*? I believe I need to collect five crystals; unfortunately I can't get my hands on any of 'em.

Miss C. Taberon, Devon

■ Well Miss C, Tips Bits has come up trumps once again. Here's a guide to finding the objects you need to kill each of the five gems' guardians.

The first thing to remember is keep your strength and stamina high; only fight if you have to. Keep your characteristics on the screen at all times, too. A lot of objects are just lying around and cannot be seen unless you do this.

Now for the information we promised about those all important gems...

GEM 1: This is guarded by a lich deep inside Rotari's Castle. You need the cross from the Demonmaster's tower to defeat him.

GEM 2: This is found in the Caves of Doom and is guarded by a rock monster. To win the item needed to defeat it, you must kill all the enemies in the cave — you then find a diamond. Use this to kill the rock monster.

GEM 3: Deep within the catacombs below the Temple of Set lies the third gem, guarded by a large demon. To kill it you need the ceremonial dagger.

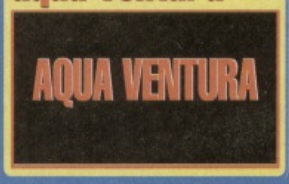
GEM 4: At the South-West corner of the map there's a hidden labyrinth. Enter this and kill the Minotaurs — you find a key and a mirror. Next, seek out Medusa and use the mirror to defeat her. The gemstone is on her corpse.

GEM 5: Go to the Forest of Elves on the Western side of the map. Here you find the Elf King, defeat him and grab his Elven cloak. Go to the Assassins' Forest to the South-East and kill the assassins' leader to collect the fifth and final gem.

CUT 'N' CHEAT!

THERE'S NOTHING WORSE THAN GAMES PACKAGED IN HUGE BOXES THAT ARE 90% AIR — HOW BIG ARE OUR SHELVES SUPPOSED TO BE? THESE CHEEKY CHEATS WON'T EXACTLY FILL 'EM, BUT THEY'RE DARNED USEFUL ALL THE SAME.

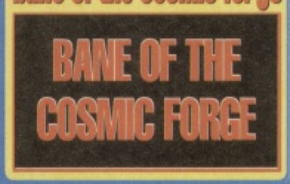
aqua ventura



atomic robokid



bane of the cosmic forge



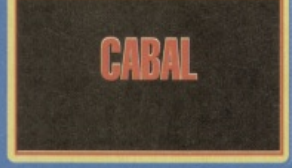
the blues brothers



brides of dracula



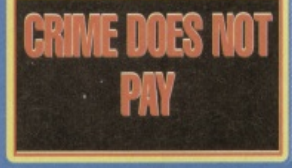
cabal



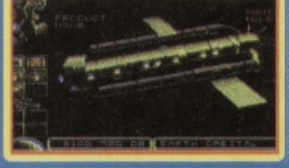
civilisation



crime does not pay



deuteros



Playing Tips!

GOLDEN AXE ■ IK+

Q ■ Please can you help me — I'm stuck on *Golden Axe*. I can't rescue the king and his daughter as I keep running out of lives. Is there a cheat mode for the Amiga version? Also, do you have any cheats for *International Karate +*?
Mr Davies, Sussex

A ■ Can do. When playing in one-player mode on *Golden Axe*, plug a joystick in the mouse port. When you die, press fire on the second joystick to keep playing with player two's lives.

In *IK+*, press space when floored to become unbeatable for the rest of the level.
Hope those helped you out, Mr Davies.

SYNDICATE

■ Chris Francis from Liverpool has written in with some cheats for *Syndicate*. Enter your company name as ROB A BANK for 100,000,000 credits. If you type NUK THEM at any time during the game, you can select the missions in any order.
Thanks for those cheats Chris, I'm sure lots of people are very grateful.

MEGA-LO-MANIA

Q ■ Could you please help out as I'm getting really desperate. Has anyone a list of codes for *Mega-Lo-Mania*? Please help me — I can't live without 'em.
Tracey Moore, Paignton

A ■ All right, calm down. We have a couple of codes which give extra men on almost every level. Enter your password as SCARLET or MADCAP and watch those armies grow.
If anyone has a complete list of codes, drop us a line.

DUNGEON MASTER ■ MOONSTONE ■ EYE OF THE BEHOLDER ■ MONKEY ISLAND ■ CHAOS STRIKES BACK

Q ■ Can anybody help me? I'm in drastic need of tips or cheats for *Dungeon Master, Moonstone, Eye of the Beholder, Monkey Island* and *Chaos Strikes Back*. Any help you could give will be greatly appreciated.
James Lowe, Sheffield

A ■ We've searched high and low and come up with the following *Moonstone* tips to help you out all you lost gameplayers.

On reaching Stonehenge, if you don't want to sacrifice a valuable item place the pointer on the words GOLD, STRENGTH, CONSTITUTION or ENDURANCE and press fire. The Druids then go ahead with the ceremony and you get an extra life without losing anything.

In *Chaos Strikes Back*, to make yourself invincible find a dragon and cast the MO ZO GOR SAR spell. Press escape twice to pause the game, and with the left ALT key held, type LORD LIBRASULUS SMITHES THEE DOWN. Unpause the game and kill the dragon to get a firestaff. While you're holding this your team's invincible.

If anyone can help James with the other games he mentioned, please let us know by writing to the usual address.

aqua ventura
PSYGNOSIS
On the options screen, hold Control and F10 — press Fire to start. You can now skip levels by pressing L and flit to the tunnel section by hitting T.

Okay, stop whatever it is you were doing and pay attention! The cheats on these pages have to be cut out, so grab yourself a pair of scissors (make sure that your parents or guardians are present) and get snipping. Now store them all in a good place so that you can refer to them whenever you deem it necessary!

brides of dracula
ZEPPELIN
When playing *Dracula*, go right from the first screen and transform the first two women into vampires, taking them back to their coffins. Return to the first screen again, walk between the lift and the second table and crouch down just past the skulls on the floor. A vampire then appears, ready to be put into her coffin. Do this again and again to get all 11 vampires, then slaughter Helsing.

the blues brothers
TITUS/PRISM
Type 'HOULQ' on the character-selection screen and the background colour changes from blue to red. Press 1-6 and space to access the said level with infinite lives.

bane of the cosmic forge
US GOLD
For loads of experience points go to Queegueg's shop, enter and leave again. Turn right and go forward two spaces. Turn left, proceed to the end of the hall and turn right again. Go all the way down and pass through the two doors. Save the game, then mount the stairs. Hold your finger on the left or right turn-key which spins you around, attracting wandering monsters you can kill for lots of points.

atomic robokid
ACTIVISION
Type 'TUESDAY 14th' on the title screen. When you hit fire you get a rather useful secret options screen.

deuteros
ACTIVISION
During play, press Caps Lock and then the C key twice. The background turns red with the first press and returns to normal with the second, showing the cheat's activated. While it's engaged you always have one of everything in stock. Building a factory while the cheat's on only takes one orbital factory section (though this doesn't work for the Earth factories). A resource station's automatically built too.
To turn the cheat off, press Caps Lock then the C key twice as before — the background turns green with the first press. Note — if this doesn't work, try our other coupon cheat.

crime does not pay
TITUS
Pause the game and type 'HALTBAKK IS THE KING' for infinite lives.

civilisation
MICROPROSE
Press ALT and R to randomise the leader's personality.
In early versions, pressing shift and 1234567890t gives a complete world map that lets you see into enemy cities. Unfortunately, this feature wasn't included in later copies.

cabal
HIT SQUAD
Type 'SCHLIKA' during the game and the border flashes. You have infinite lives, while F2 skips levels. Also, like *Beast Busters*, the crosshair can be moved while the game's paused, making it easy to home in on the enemy.

ONE STEP BEYOND

Dave Harris of Merseyside has very kindly supplied us with a complete set of level codes for *One Step Beyond* — all one hundred of them!

1	48474	26	44215	51	40001	76	27720
2	39943	27	26705	52	56488	77	04473
3	22881	28	05384	53	30953	78	32193
4	62824	29	32089	54	21905	79	36666
5	20169	30	37473	55	52858	80	03323
6	17457	31	04026	56	09227	81	39989
7	37626	32	41499	57	62085	82	43312
8	55083	33	45525	58	05776	83	17765
9	27173	34	21488	59	02325	84	61077
10	16720	35	01477	60	08101	85	13306
11	43893	36	22965	61	10426	86	08847
12	60613	37	24442	62	18527	87	22153
13	38970	38	47407	63	28953	88	31000
14	34047	39	06313	64	47480	89	53153
15	07481	40	53720	65	10897	90	18617
16	41528	41	60033	66	58377	91	06234
17	49009	42	48217	67	03738	92	24851
18	25001	43	42714	68	62115	93	31085
19	08474	44	25395	69	00317	94	55936
20	33475	45	02573	70	62432	95	21485
21	41949	46	27968	71	62749	96	11885
22	09888	47	30541	72	59645	97	33370
23	51837	48	58509	73	56858	98	45255
24	61725	49	23514	74	50967	99	13089
25	48026	50	16487	75	42289	100	58344

THE SECRET OF MONKEY ISLAND

Q: After speaking to the pirate leaders about the three trials, I can get to the swordmaster but cannot defeat her.

Also, can you tell me how to get the idol of many hands and where to find the lost treasure? And how do I get across to Monkey Island?
Wayne Hay, Reading

A: No idea — can anyone help?

ACTION REPLAY

Q: Due to the lack of Action Replay codes in most mags (except yours) here's a few extra for you...

Bloodwych 4F22, 3 = 4E, 71 = infy spellcasting

B'wych Data Disk 58A4, 5 = 4E, 71 = infy spellcasting

Centurion — D.O.R. C1E6E6, 7 = Talents (03,E7 = 999 [max])
C21FE4, 5 = Manpower (1B, 58 = 7000)
C21FF1, 2 = Tribune (max 9999)

D/Generation COACC6, 7 = 4E, 71 = infy lives
C104d6, 7 - 4E, 71 = infy grenades

Desert Strike C1835E (TFD) = infy lives
COODDEE-E4 = 4E, 71, 4E, 71, 4E, 71 = infy fuel
COD5F4-7 = 4E, 71, 4E, 71 = infy weapons

Deuteros 19D56 = men
238D0, 1 = 4E, 71 = infy fuel (shuttles)
23920, 1 = 4E, 71 = infy fuel (I.O.S's)

Kid Gloves 2 30B12, 3 = 4E, 71 = infy
everything 30A7B = Fireball (use #39 [9])

Lionheart C13738 = lives



Playing Tips!

	2.26C1ED = orbital lasers
	6C1EF = fighters
Pinball Dreams	3402-7 = 4E, 71, 4E, 71, 4E, 71 = infy balls
Prehistorik	C0830F = lives
	C08311 = energy
Rick Dangerous	44972 (TFD) = lives
Rick Dangerous 2	178AE (TFD) = lives
	17892 (TFD) = bullets
	178A0 (TFD) = bombs
Titus The Fox	C167A6, 7 = 4E, 71 = infy lives
	C12200-5 = 4E, 71, 4E, 71, 4E, 71 = infy energy
Wizball	5907C (TFD) = infy lives
Global Gladiators	45E6C (TFD) = infy lives

If the code has TFD after it, use the tfd address. All others use the M command. For the ones marked 4E, 71, see page 38 in the manual.
Andy Lawson, Torquay, Devon

■ Cheers Mark — thanks, too, for the *Myth* tip we used in Cut Out 'n' Cheat.

It's always difficult to differentiate between 'O' and zero and 'I' and one in hand-written notes. If your code doesn't work, try a little swapping.

EYE OF THE BEHOLDER

■ Having read your October issue, I can help Jonathan Couch who's having problems with *Eye of the Beholder*. I can give you the complete solution to the game, but it'll have to be in instalments, as I completed it a while ago, and I'm replaying it to see how I did it!

Here are the solutions to the first three levels. The maps for these are provided with the game.

LEVEL ONE

This level's fairly easy and needs very little help. The Monsters, Kobolds and Giant Leeches aren't a problem.

Keep hold of the halfling bones found at the beginning, as they can be resurrected at a later date to create another party member.

In the bottom right-hand corner, there are two zig-zag corridors coming to dead-ends. Push the centre bricks on the walls to the side, and secret doors will open.

The sewer has changed slightly since the map was drawn, but it's still fairly easy to negotiate.

To leave the level, place an object on the floor-panel in front of the door. The door shuts. Step to the right and push the button. The door re-opens and stays open.
Darren Jordan

■ Cheers Darren — that's all we had room for this month, but look forward to levels two and three next ish!

This month's subscription winner is Darren Jordan for his ace guide to *Eye Of The Beholder*. We couldn't fit in everything he sent, so stay tuned — more next month!

Keep the tips, cheats and hints coming in. The more you send, the more we print and you can never get too many tips!

dungeon master
PSYGNOSIS

To dispatch monsters without a fight, go through a door and stand on the other side. When they follow, repeatedly slam the door on their heads.

dojo dan
EUROPRESS SOFTWARE

For infinite lives, type 'WOOLANKIDKISKSBUTT' during play. You also get a permanent shield which can be activated by pressing S.
F8 completes the level, and F9 the section.

deuteros
ACTIVISION

Go to surface or orbital stores-room, hold down Shift and press C. The screen goes green. Now hold Shift and press C. Click on any icon, preferably Master Control, and return to the stock-screen. It looks like there's one of every researched product in stock, though you've actually an infinite amount at hand. Orbital space-stations can be built with one frame section. Note — if this fails, take a stab at our other coupon cheat.
When you're about to be defeated by a Mechanoid fleet, keep to the screen with a picture of an Orbital Factory on it. Advance time until the picture of the factory disappears, then go to the square with the self-destruct-mechanism. Activate it, then turn it off straight away. You should find you've your colony back with IOS drones.

federation of free traders
GREMLIN

To sell any of your goods for loads of money, press T and Return on the net to talk to the alien as stated on the other coupon. Keep at him until he offers you something, then enter a ridiculously huge number. He says you have insufficient funds — log off. Now, when you buy or sell anything, it goes for whatever you entered.

fast lane
CASCADE

Whatever the manual says, there's an automatic gearbox option — press G to toggle between manual and automatic modes.
Pause the game with F1 and then unpause with the space bar when qualifying. The time's now frozen, allowing you to go as slowly as you want and remain in pole position.

f16 combat pilot
ACTION

To avoid landing, try the following: jettison your fuel, weapons and climb to 65,000 ft. Stay there until your fuel runs out, dive towards the ground and at 10,000 or 11,000ft pull up hard. You can then rise about 4,000 ft and start falling towards the ground. Just as you hit the deck, the mission ends safely.

dyna blaster
PLAYBYTE

Level Codes:
3-1: MXVCLSAH
4-2: ROCEGMPU
5-1: ROLCLSEW
6-1: ROFVWBNL

robocod a1200
MILLENNIUM

On the title screen type O.S. FRIENDLY. Typing M during the game now calls up a level access menu.

player manager
ANCO

Buy young, cheap players and keep them for a whole season. Next year their price increases — you should have no trouble selling them for a big profit.

pga tour golf
ELECTRONIC ARTS

Before you start the first hole, enter tournament statistics. Look through them for a while and play as normal to activate cheat mode.

parasol stars
OCEAN

Type CYNIX during the game, then hit the following keys to activate the cheats:
X: Level Skip
C: Extra Credits
B: Bonus Screen
G: Kills All Enemies
M: Collect All three Stars

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SWITCHBLADE

A cracking arcade adventure with the hero punching and kicking baddies galore as he searches for the fragments of a mythical sword. The innovation of showing unexplored areas as unlit removes the risk of backtracking in the extensive underground levels.



MANIX

A souped-up variation of the classic *Q-Bert* coin-op, this has you jumping around the isometric 3-D blocks to change their colour, requiring a combination of quick thinking and arcade reflexes.

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Next Month!

FORTHCOMING ATTRACTIONS

IN NEXT MONTH'S AMIGA FORCE

MEAN BUSINESS!



We've been thoroughly impressed with *Mean Arenas* from ICE — next month we'll bring you the full review of what could be the sleeper hit of the year!

FRONTIER PLAYERS' GUIDE



From Lave to Sol, we're already preparing our first batch of playing tips that will get you trading and raiding in no time! Pointers on combat, missions, landing (without the automatic pilot!), illegal trading and just about everything else you ever needed to know will be there in full. Prospective millionaires shouldn't leave base without this gargantuan guide!



Dennis

ISSUE 14 — ON SALE 23 DEC!

GET MENACED

Ocean's film licence, *Dennis*, is on its way, giving you the chance to menace the neighbourhood without getting into trouble!

GETTING NUTTIER...

More shenanigans from the Mancurian boys, Mr Nutz just missed out on the Christmas AMIGA FORCE, but he's planning to come out of hibernation in time for our New Year spectacular. It looks like it's going to be a real corker!

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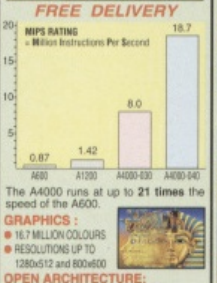
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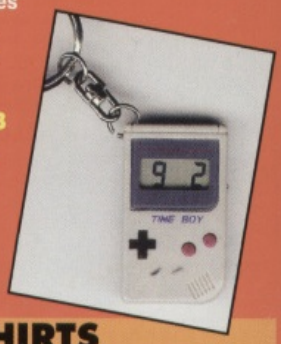
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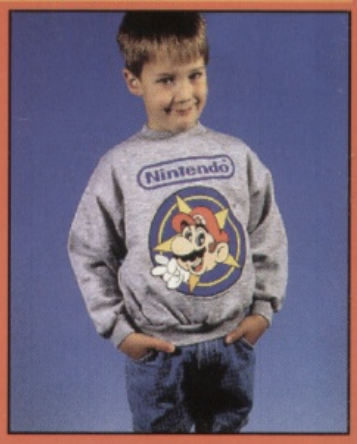


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Our Squared Circle guarantee means that if you are not completely satisfied with any item you purchase you may return your purchase in its original condition within 14 days. We will refund your money or exchange the item. N.B. Computer games may only be returned if they are faulty.

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